

BANJO-KAZOOIE™

ALL THE
JIGGIES, JINJOS,
AND GOLDEN MUSICAL
NOTES REVEALED!





The awesome assemblage of Banjo-Kazooie know-how now in your hands is the product of an amazing group effort, Prima's first as an official partner with Nintendo. This book would not have been possible without the help and good humor of Nintendo's own Juana Tingdale, Ellen Enrico, and Cammy Budd, as well as playtester Sean "Eyrie" Egan. A lot of the best information in this guide is a product of Sean's expertise. The Prima team which braved this latest adventure was headed by Project Editors Christy Curtis and Brooke Raymond, while Stacy DeFoe, Julie Asbury, and Jim Long provided calm direction in the face of panic more than once. It was Connie and Robin that put all the pieces together, and made it shine. Final thanks go to Rare for creating this incredible game.

BANJO-KAZOOIE

PRIMA'S OFFICIAL
STRATEGY GUIDE



© and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 1998 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editors: Christy Curtis
Brooke W. Raymond

Banjo-Kazooie™ ©1998 Nintendo/Rare. Game by Rare. All rights reserved. Rareware logo is a trademark of Rare. Banjo-Kazooie, Nintendo, the Official Seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-1248-9

Library of Congress Catalog Card Number: 97-69252

Printed in the United States of America

98 99 00 01 02 10 9 8 7 6 5 4 3 2

PRIMA PUBLISHING
Rocklin, California
(916) 632-4400
www.primagames.com

CONTENTS

Gameplay Basics	1
Spiral Mountain	6
Mumbo's Mountain	10
Treasure Trove Cove	18
Clanker's Cavern	22
Bubbleloop Swamp	32
Freezezy Peak	40
Gobi's Valley	46
Mad Monster Mansion	56
Rusty Bucket Bay	64
Click Clock Wood	74

BANJO-KAZOOIE

FOREWORD

Hmmph. Mumbo magic not good enough? You need book too? You hopeless. Anyway, plenty of room here to show you secret spell turn Banjo into Orchid. Mumbo know how to gauge audience, oh yes. Here we go—

Wait. What this? Note from Rare team? Say thank you for playing *Banjo-Kazooie*, hope you enjoy game so far. (Hah! Not get anywhere if not for Mumbo.) Also say lots of hidden stuff to find, subgames to master, times to beat—hope book help you squeeze every last musical note and every last minute of playing time out of game.

You hurry then, read book, come back and beat witch so Banjo and stupid bird stop banging on hut door every five minutes.

Mumbo hope you like game too—hope you appreciate Mumbo's important role in heightening inherent humor value of game by acting as resilient foil to insults of bird and returning favor in kind, establishing traditional yet effective comedy partnership to offset oppressive atmosphere of quest.

Mumbo's English improving.

—Mumbo Jumbo



WELCOME TO SPIRAL MOUNTAIN



"It really does seem quite absurd"

The many worlds of Banjo-Kazooie, and the myriad characters who help and hinder them in their quest to rescue Tooty, together make for a unique experience in console gaming.

As with the great Nintendo games of the past, Banjo-Kazooie works on several levels. It can be almost childishly goofy and happy-go-lucky at one end of the spectrum, while at the other end ...

The game doesn't exactly have a dark side in the classic sense. But after you've played it a bit, you're bound to run into some situations where "happy-go-lucky" is not the operative phrase, at least not from your point of view.

That's where we come in.

If you're just getting started, you've done the smart thing by latching onto this guide early in the adventure. We promise. There are some things in the game—some Jiggies and Jinjos and Witch Switches—that you're just not going to find in a mortal lifetime without a little help. You see, at the other end of the childish spectrum is a game so merciless in its expectations—so demanding in terms of pure puzzle-solving—that we shudder to think where you might wind up without a nudge in the right direction.

ON THAT (MUSICAL) NOTE

When it comes to Banjo-Kazooie, you should keep the big picture in mind right from the start, and we'll fill in those Jiggies for you free of charge. From the outset, there are so many elements to the game that trying to prioritize can be a little overwhelming.

Jiggies, of course, are very important. With them you fill in picture puzzles that allow Banjo and Kazooie into each of nine worlds, and thus move closer to rescuing Banjo's sister, Tooty, from the clutches of the evil witch, Gruntilda. Ten Jiggies are available in each world, and each world also has a hidden Witch Switch that reveals a Jiggy somewhere in Gruntilda's Lair.



Jinjos are important, as well: the tiny, happy creatures Gruntilda has hidden away earn you a Jiggy (one of ten) each time you rescue all five from a world.

But it's the Musical Notes that should be your primary focus as you venture into each unexplored world.

That's why we make a point of putting that information right up front. The notes are everywhere—there are 100 in each world, scattered about in small groups—and at first picking them up seems like something you do almost out of convenience. Not true, bear and bird.

The Musical Notes open up junctures within Gruntilda's Lair that lead to new areas, thus offering access to each new world in a way that's indirect, but just as important as gathering Jiggies.

Furthermore, Musical Notes, unlike Jiggies, regenerate whenever our heroes die, or when you exit and then reenter a world. The significance of this usually hits home only after you've gotten whacked a couple of times, and suddenly realize you've got to go back and pick up all those notes all over again.

So ... Musical Notes are important. Your note total—the sum of the high note score from each world—allows you to open the all-important Note Doors and progress further and further into the game.

OK, here's the kicker: In the final analysis, you really need to get all 100 Musical Notes from each world you visit.

That should be the goal. If you pull down 99 or even 98 in a world and then, somehow, get cruelly killed, you can usually get by. Or, of course, you can get back in there and do it right, and never have to worry about winding up in front of a 750 Note Door with 746 notes to your name. Shudder.

In a few instances, you'll want to enter a world for the first time and then exit again before making a sincere attempt to clear the world of all the magical treasure it has to offer. But once you start collecting Musical Notes in earnest, you must do everything possible to keep Banjo and Kazooie alive. You need all the notes. The notes reset whenever the duo dies. Get the picture?



Fortunately, there aren't a lot of things that will kill you outright in Banjo-Kazooie. Late in the game, you'll encounter more and more instances where a wrong step will certainly cause your demise, but most of the time you will only chip away at your health bar, not suck it dry in one fatal mistake.

Now that you've got the Musical Notes firmly fixed in your sights, what else do you really, seriously need to know about the game's components?

STAYIN' ALIVE

The point of the game, as we've hammered home already, is staying alive. You don't want to die within one of the nine worlds, and thereby waste all the note-gathering you've managed up to that point.

Honeycomb pieces are very important. For every six you pick up, your life bar increases by one segment. We should note in this context that there are enough honeycomb pieces, in theory, to increase your life bar to nine segments. Unfortunately, you max out at eight segments.

When you die with a single life remaining, you are reborn with three lives. You should, however, still pick up the Extra Life statuettes. Hey, who can turn down an extra life?

A FEW OF THE LOCALS

Let's start with a few of the folks you'll be meeting on a regular basis as you explore Gruntilda's Lair. Three of the characters play important, recurring roles in the adventures of Banjo and Kazooie.

BOTTLES

This helpful mole will teach Banjo and Kazooie all the tricky moves they'll need to send Gruntilda plummeting planetside. Whenever you see one of his molehills, stop and say howdy. You'll be glad you did.

BRENTILDA

Gruntilda's sweet sister, Brentilda, appears in many places throughout the Lair, always ready to impart some hideous inside scoop on her evil sister's life and/or personal habits. How horrid! But you'd better write everything down, because Brentilda's gossip actually serves a purpose. Late in the game, you'll have to defeat Gruntilda at a Quiz Show of her own making. Only by paying careful attention to Brentilda's secrets can you defeat Gruntilda when she starts hauling out the trick questions.

MUMBO JUMBO



Mumbo Jumbo is the Shaman of these parts. He can turn Banjo and Kazooie into a variety of animals (and a vegetable, as well). Of course, Mumbo requires payment to perform his tricks, and he takes it in the form of Mumbo tokens, scattered throughout the lands. A few are quite well-hidden, but thorough explorers should have no problem coming up with the required toll. Also, notice that once you pay for a specific magic, Mumbo will perform it as many times as you wish, free of additional charges. You can—and, in a few cases, must—leave a world in a transformed state, though the magic wears off after you travel a certain distance from the casting point.

PUTTING ON THE MOVES

Before you can perform any complex character movements, you must learn them from Bottles the mole. He'll gladly teach them to you if you inquire at one of his molehills, and each move has some very specific uses. A few, of course, have nuances that aren't apparent at first, and it's those we'd like to draw your attention to outside the complete list. Perhaps you can benefit from some hard-won discoveries. We'll take them in order of interest, and the impact they have on the game.

RAT-A-TAT RAP



The Rat-a-Tat Rap is, without a doubt and in our humble opinion, the most useful move in the game. For starters, it's an attack form that doesn't require exact timing, because it lasts for a couple of seconds. Also, it works very well against airborne opponents, who can be quite worrisome otherwise. Finally, and most importantly, it absolutely kills all those Chompa monsters—the ones that come barging out of pipes in Clanker's Cavern, portraits in Mad Monster Mansion, or trees in Click Clock Wood. Just jump at the hole where the beast lives—don't wait for it to show its head—and perform the move. As you close in on the hole, your proximity trippers the monster. It sticks out its ugly mug and dies instantly. Sweet.





FEATHERY FLAP

Throughout the meat of the adventure, the Feathered Flap gets you to places where a normal jump falls short, and also allows you to arrest your fall should you misjudge timing or distance. You must hold down the A button after pressing it the first time for the initial jump. Hold that button down, and you'll be surprised at the horizontal distance you can tack onto a normal jump. Also, when you're falling and need to use the Feathered Flap as a brake, wait until you've fallen at least half the distance in question to press (and hold) the A button. The Feathered Flap will arrest your fall even if you're falling at a good clip, so you don't want to execute the move too soon and leave yourself at a considerable height when the glide ride ends.



TALON TROT

It's Kazooie's Talon Trot that will carry you through a good chunk of the game, if for no other reason than it's a heck of a lot faster than letting Banjo do the walking. The Talon Trot is also more stable on sloped surfaces, as well as slippery snow.



BEAK BUSTER

Used just about equally as an attack and a means of slamming floor switches, the Beak Buster quickly becomes second nature. Don't overlook its usefulness for landing from a flight or glide—if Banjo and Kazooie's shadow appears on the surface where you'd like to alight, do the Buster, and there you'll be.



EGG FIRING

There are plenty of Blue Eggs to be found in the game, and sometimes it's easy to forget about using them as an attack when they're so commonly used to trigger switches or solve puzzles. So we'll remind you: a barrage of eggs can break up a major monster party in a big hurry. However, you can't aim effectively while holding down the Z button. If you're going to use a bunch of eggs on a bunch of monsters, you're probably not worried about aiming, of course. But if you're trying to shoot an egg to solve some puzzle, swing the camera in behind Banjo, and center the target.



SWIMMING

We mention this for its importance in the game, not so much because we enjoy watching that little air meter dwindle dangerously low, as it so often does. When that meter gets down to two segments, you must head for the surface. Whatever you were trying to do, when it hits two little segments—time's up. Go get some air in a big hurry, or die.



SHOCK SPRING JUMP

One of the green Shock Pads is all Banjo and Kazooie need to do a power jump of impressive height. Notice that you needn't stand directly on the pad to get the desired effect: You can initiate the move on the pad, and get the Shock Jump effect a good distance away. In some cases that can be quite useful.



WONDERWING

You first learn the invulnerability trick from Bottles near a bunch of big twirling blades, and it's easy to get that stuck in your head: "I'll just hoard my Golden Feathers and wait for a bunch more of those blades, and when they show up I'll be plenty ready...." Here's the news—after Clanker's Cavern, that big bunch of blades never arrives. Use the Wonderwing to fend off groups of fast foes, or those enemies you can't deal with effectively any other way. The frogs in Bubblegloop come to mind. The Mum-mums in Gobi's Valley. The Zubbas in Click Clock. Some pesky flying thing that's about to kill you while you're holding 89 Musical Notes. You get the idea.

A FEW GENERAL STRATEGIES

OK, it's about time to get this party started. Let's finish up with a few general adventuring tips, and some observations about the nine unique worlds.

EXPLORING

Gruntilde's Lair, the sprawling mountain home through which you enter each world, can be a pain from a navigational standpoint. The slightly top-down view of the camera often makes it hard to fully appreciate your surroundings, so get used to swinging the camera around our heroes, and occasionally holding it in behind them to take a good look up and down.

When you're between worlds, don't worry about repercussions from a quick demise. As long as you're not gathering Musical Notes in one of the nine worlds, getting killed merely means you're reborn in that vicinity with one less life to spare.

Should you happen to die with only one life in your register, you'll be reborn at the entrance to Gruntilda's Lair with three lives. All your accomplishments record to the game cartridge automatically as the game progresses, thus there's virtually no chance of having to repeat something you've already done.

So don't be afraid to wander a bit. You'll be in the Lair for a while; you might as well become familiar enough with the layout that you don't have to go pawing through the maps whenever you need to get from one section to another expediently.

CHEATO, WE LOVE YOU

Finally, here's a game with some cheats we approve! The hard-to-find Cheato spellbook shows up three times during Banjo-Kazooie, and if you go to the trouble of finding him, he'll give you three codes that will double your maximum amount for three common items. Knowing the codes beforehand would do you no good. Knowing the items would ruin the suspense. We just want to say right up front that the Cheato idea is a very cool one. It's not so much a cheat as a matter of convenience—a reward for playing the game well. Yes, of course we'll show you how to find the spellbook. All in good time.

WHERE TO NOW, AND WHERE TO NEXT?

As the game begins, Banjo is getting a little shut-eye as Gruntilda swoops down and spirits Tooty away to her mountain fortress. Upon awakening, head outside and meet Bottles, the helpful mole who will teach Banjo and Kazooie all the tricks they need to defeat the evil witch.

Your first order of business is to learn all the moves Bottles can teach you in Spiral Mountain. In fact, until you demonstrate them effectively, the mole won't let you cross the bridge to Gruntilda's Lair.

After you experiment with the basics of jumping, swimming, and climbing, it's off to the Lair, and to each of the worlds in a prudent order. We mention that because the order itself is part of the overall enjoyment of the game, and because the expedient path has a few quirks, you need to know ahead of time.

Mumbo's Mountain: You have no choice in the matter when it comes to the first world. There you'll learn the Talon Trot, the Beak Buster, and the fine art of throwing Blue Eggs. When you have all 100 notes and 10 Jiggies, and have Beak Busted the Witch Switch on the ledge near Conga, you'll want to visit Mumbo Jumbo and have him turn you into a little termite once more. As the tiny termite you'll be able to scale the outside of Mumbo's Mountain and claim the Jiggy on top.

Treasure Trove Cove: The second stop on your world tour is the crabby cove. You'll want to do battle with Snipper the giant crab almost immediately, because he can be a brutal enemy. Better to die with a handful of Musical Notes in your pocket than with a depressingly high total. In the cove, Bottles teaches you how to fly and use the Shock Pads, which can boost our heroes to new heights. Also, notice that Beak Busting a Snippet nets you two energy honeycombs, not the usual single.

Clanker's Cavern: Clanker's can be a pain. It's the first place that sorely tests your oxygen limits. You might want to experiment a little with your swimming techniques at first—using the shoulder button to make tight turns, in particular. But soon you'll want to make the deep dive and attempt to raise Clanker to the surface of his murky pool, for the same reason that you battled the big crab early on at Treasure Trove Cove—you may die. Best to get it over with early, one way or the other. Within Clanker's Cavern—actually, within Clanker himself—Bottles will teach you how to perform the Wonderwing, the duo's invulnerability move.

Bubbleloop Swamp: The swamp world is the first place in which you must deal with a toxic substance—the piranha-infested swamp water. Fortunately, Bottles teaches you how to use the Wading Boots shortly after you arrive, enabling you to make mad dashes to safety. Bubbleloop is also the first world you'll want to exit very quickly—as soon as Bottles shows you how to use the boots. With them, you can wade to a nearby area and break open a passage at the top of a snowy hill. Then, when you've got all the notes and Jiggies out of Bubbleloop, you can have Mumbo Jumbo change you into a tiny crocodile and explore that passage, which was too tight to accommodate you as bear and bird.

Freezeezy Peak: The slushy environs of Freezeezy Peak are some of the most beautiful—and hazardous—in the game. Here, Bottles teaches you the Beak Bomb aerial attack, a high-speed plummet that leaves snowmen scattered to the wind.

Gobi's Valley: The hot, hot sand of Gobi's Valley can be a tedious exercise, with its confusing landscape and a variety of enemies trying to slap and sting you into submission. This is where Bottles teaches you to use the Running Shoes to run past an increasing number of timed gauntlets. Speaking of which—your first priority should be to fill the central moat with water from the pyramid that opens on a timer.

Mad Monster Mansion: The Mad Monster Mansion is a nasty little exercise that requires a very nimble combination of bear and bird. It's also another world you'll need to exit as one of Mumbo's incarnations—a pumpkin this time—and you'll have to prepare beforehand with that in mind. In the area leading to the Mad Monster Mansion entrance is a spooky yard with an iron fence. You must smash down that fence as Banjo and Kazooie, so that when you come out as a small vegetable you can get to the dwelling beyond. Also, as a pumpkin you can squeeze down another tiny tunnel, this one in a relatively nearby cavern with a lava floor. Cheato lives there.

Rusty Bucket Bay: Even more than Click Clock Wood, Rusty Bucket Bay is a killer, pure and simple. Start off by mastering the machinery inside the ship, because one misstep in that area sends you fluttering into oblivion.

Click Clock Wood: The last of the nine worlds in Banjo-Kazooie, Click Clock Wood is actually four worlds in one: The same area as it progresses through spring, summer, fall, and winter. Here's where your mastery of Banjo and Kazooie's jumping technique really pays off, as the towering central tree makes for some dizzying heights. One last time you must leave a world under Mumbo's spell, this time as a bumblebee, to reach the Jiggy which Click Clock's Witch Switch reveals.

TOOTY CALLING

Wake up, furball! Gruntilda has snatched Tooty away to her grim and foreboding mountain abode, and little sister's prospects aren't good. It will take every trick a bear and a bird can muster up to win the day. Nine hundred Musical Notes await you and an even 100 Jiggies. Yow. One hundred little gold Jiggies. Don't settle for 99.

Only when you come home with all 100 will you get to see the game's complete ending, including a handful of previews for the sequel, Banjo-Tooie. As if you needed the extra incentive

Tooty calls. It's time to go kick some lumpy witch butt.

A DISORDERLY ORDER

For the most part, choosing an order in which to tackle the nine worlds is easy. But midway through the game, there's some overlapping of the tasks you must perform in each world: your ability to get the job done depends on something Bottles has yet to teach you.

Before you can complete Freezeezy Peak, you must learn to use the Running Shoes in Gobi's Valley. You must run a race in Freezeezy you can't win without the shoes. Before you can complete Gobi's Valley, however, you must know how to do the Beak Bomb attack Bottles teaches you in Freezeezy. Because Freezeezy is the easier of the two worlds, in general, consider starting there. You can either go into Gobi's Valley beforehand solely to learn about the Running Shoes, or backtrack to Freezeezy for that one Jiggy later on.



SPIRAL MOUNTAIN

The area around Spiral Mountain serves as a training ground for Banjo and Kazooie prior to their tackling Gruntilda's stronghold. As you explore, you'll encounter Bottles' small mole mounds. Bottles will teach you the basic moves you'll use throughout your adventure.

You want to be proficient when you first step into Gruntilda's Lair, but don't worry about mastering every nuance here. Aside from learning the moves, the best thing you can do in Spiral Mountain is to collect the six hidden extra honeycomb pieces, thereby adding a segment to your life bar very early in the game.



Hop up the tufts near the waterfalls for another honeycomb section.



Another piece of honeycomb sits atop a tree near the river.



You'll find another honeycomb under the water.



While you're at it, Flap Flip up and get the extra honeycomb.





After learning the Beak Barge attack, crack open the Quarrie on the far right for another honeycomb.



Step outside and meet Bottles, your mentor.



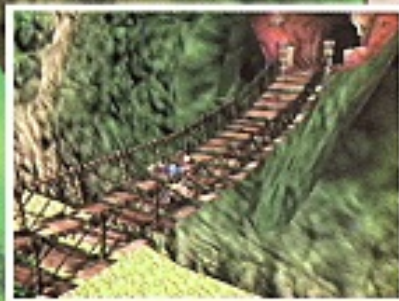
Bottles will teach you the finer points of jumping near the stumps.



From the final bluff, flutter over and grab the Extra Life behind the falls.



The second Colliwobble also leaves a honeycomb behind.



After you learn all the moves Bottles has to teach near Spiral Mountain, you can cross the bridge to Gruntilda's Lair.



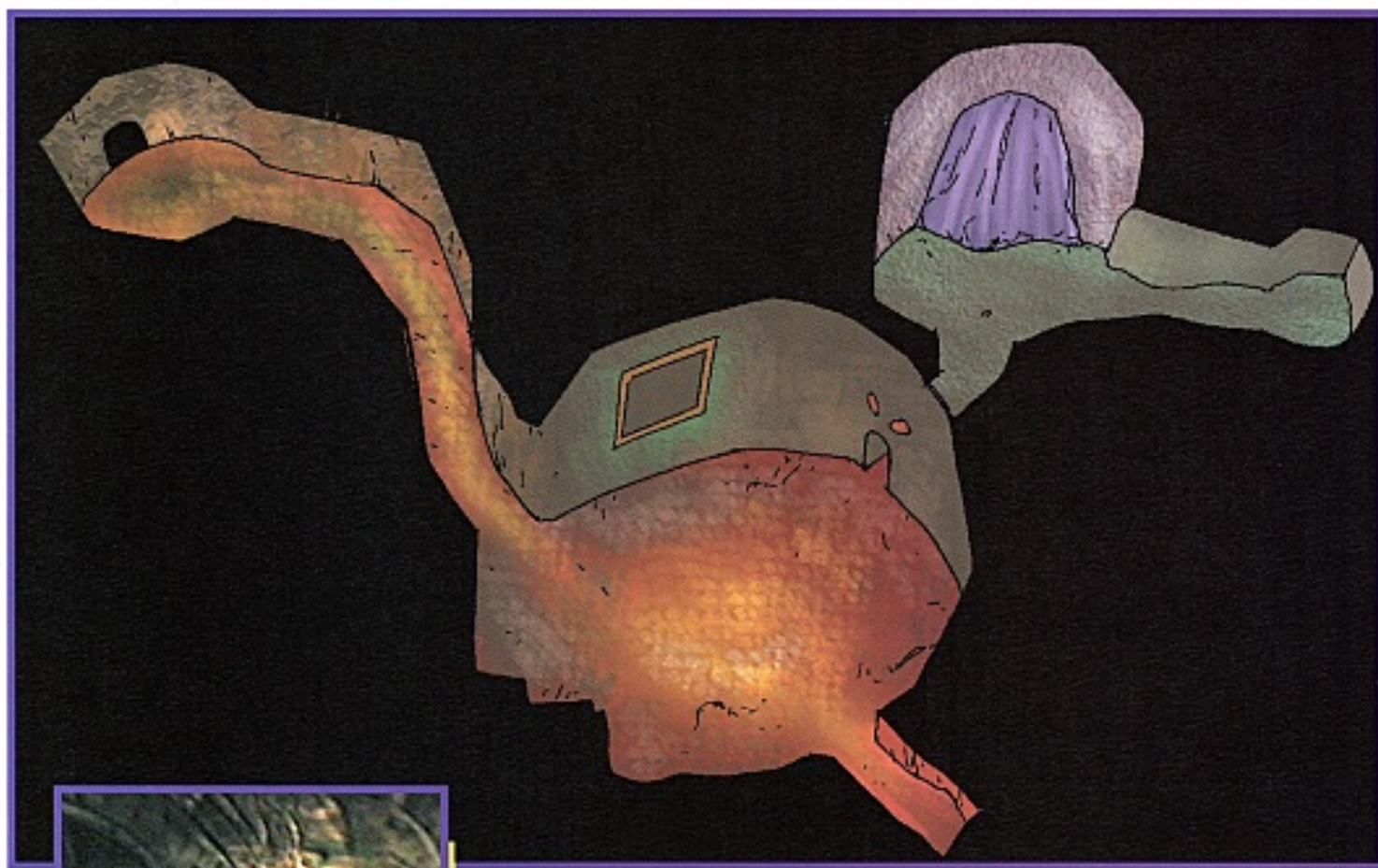
YOU'LL FIND PLENTY OF OTHER THINGS TO CLIMB!

Once you learn to climb, you can expand your perspective and search abilities.



GRUNTILDA'S LAIR

The entrance to Gruntilda's Lair is a small section of tunnels that leave you with no option but to enter the first world—Mumbo's Mountain. You must learn the Talon Trot from Goggles (in Mumbo's Mountain) before you can make it up the steep slope left of the portrait that welcomes you.



Your first Jiggy waits up the tufts near the picture of Gruntilda.



Now that you've met Mr. Jiggy, where to put him?



The picture puzzle for Mumbo's Mountain is missing a Jiggy



Place the Jiggy in the picture puzzle, and the door to Mumbo's Mountain opens.



After you complete Mumbo's Mountain and stomp the Witch Switch therein, a Jiggy appears atop the mountain in the outside area.



Having learned the Talon Trot in Mumbo's Mountain, you can climb the steep slope in the Lair area and find the first Note Door.



MUMBO'S MOUNTAIN

Mumbo's Mountain is a relatively tame little test to ease you into the game. Bottles is on hand to show you some new tricks, and Mumbo waits in his hut to work his magic on Banjo and Kazooie for the first time.

You'll probably want to learn the Talon Trot early on, because that greatly increases the daring duo's mobility, especially with so many steep slopes in this world.

Get used to using the camera to look around—high and low, in particular—and don't waste time fighting with Bigbutt Bull.



You arrive at Mumbo's Mountain. Don't go near the pad again until you've got all 100 notes!

Another Jiggy waits in the ruins, near where you learn the Talon Trot.



Talon Trot up the ruins to rescue another Jinjo.



The rolling Grublins are easy prey for a rolling Banjo and Kazooie.



There's a Jinjo in trouble on the steep slope farthest from the world's entrance.



Pelt Conga with eggs until he drops his Jiggy.



Chimpy will raise the stump and trade you a Jiggy for the orange.

Coax Conga into hitting the pads with oranges, and a Jiggy is yours.





Exit the top of the nest and follow the path for another Jiggy.



Try out the Beak Buster on the huts nearby, and another Jinjo is one reward.



Another Jiggy waits in the eye of Mumbo's Hut.

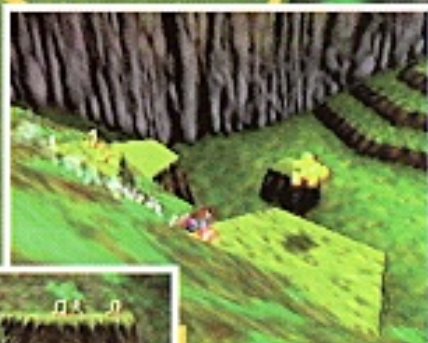


Shoot eggs into the totem's mouths to destroy each segment in turn, and collect the Jiggy.



Another Jiggy awaits you after you Beak Bust the proper hut.

Jump out of the water onto the tuft to rescue the Jinjo.



You also can Talon Trot to reach the Jiggy on the slope.



Flap Flip up and claim the Jinjo from the tuft.



Don't overlook that Mumbo token!



A couple of note clusters lie underwater.



Climb Conga's tree, and take the orange to Chimp.



Bottles will teach you the ways of the Blue Egg.



You must learn the Beak Buster to trigger the Witch Switch.



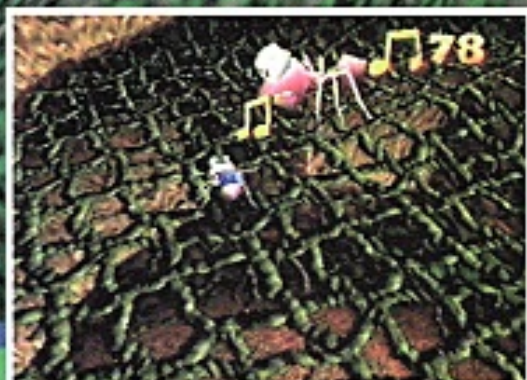
The Beak Buster, learned near Mumbo's Hut, is a move you'll use often.



Shoot eggs into the mouth of the rotating totem, but climb atop the final segment for a honeycomb before finishing the puzzle.



Grab the Mumbo token from the termite nest, and you should have enough for Mumbo's first spell.



Have Mumbo turn you into a termite, and you can climb through the nest.



Slide down the rock slope above the water to reach the alcove with the honeycomb.



Wherever you claim the last Jinjo, you'll pick up a Jiggy.



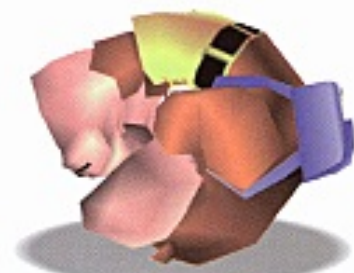
GRUNTILDA'S LAIR



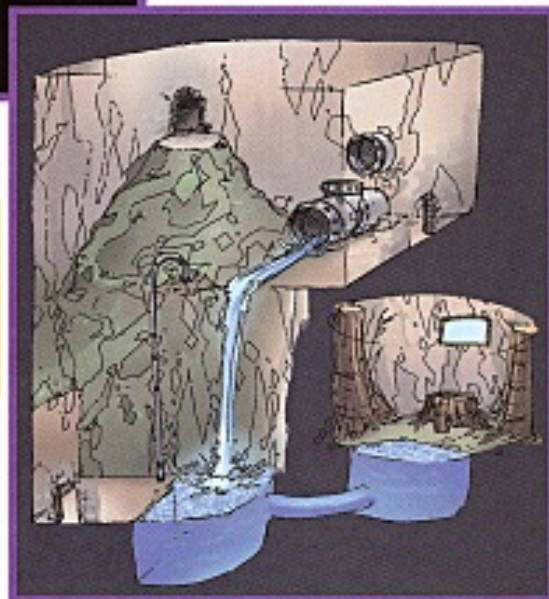
During the first part of the game, you'll pass through this area quite a bit, because you must access several worlds in the vicinity.



Through the first Note Door, stop and talk to the lovely Brentilda. Make a habit of doing so whenever you see her; her gossip is very important to completing the game.



Looking down from the area near the stacked pipes, you can see the tunnel toward Treasure Trove Cove.



If you swim through the underwater passage, you'll meet Brentilda once more. What else might be hiding nearby?



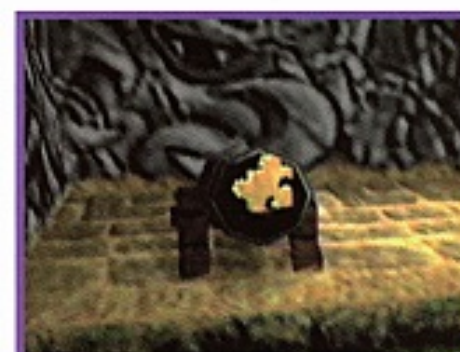
Through the lower pipe is a room with a cauldron and a hidden Mumbo token.



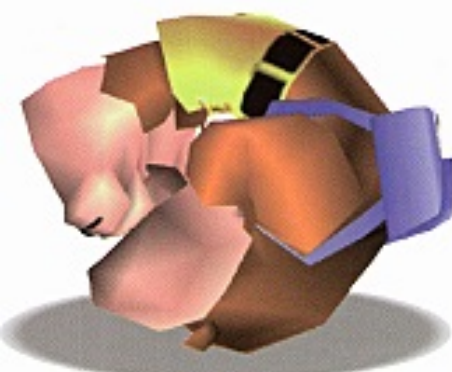
Poor bear and bird. It will be awhile before you have enough Jiggies to open up Click Clock Wood.



Stand atop the pipe near the cauldron and Flap Flip for the Golden Feather.



After you stomp the Witch Switch in the cove (and collect all the notes), you can climb up and get the Jiggy near the entrance chest.



You can climb back to the upper area from the lower pool and passage.



Flap Flip to reach the upper pipe. Notice the Note Door nearby.



In the room with the large Gruntilda floorplate lies the picture puzzle for Treasure Trove Cove.



Flap Flip into the open chest to visit Treasure Trove Cove.



Once Bottles teaches you how to work the Shock Pads—a move you learn in Treasure Trove Cove—you can reach the picture puzzle to Clanker's Cavern.



The Witch Switch in Clanker's Cavern pops up the eyes of the large floorplate. Beak Bust them back down for another Jiggy.



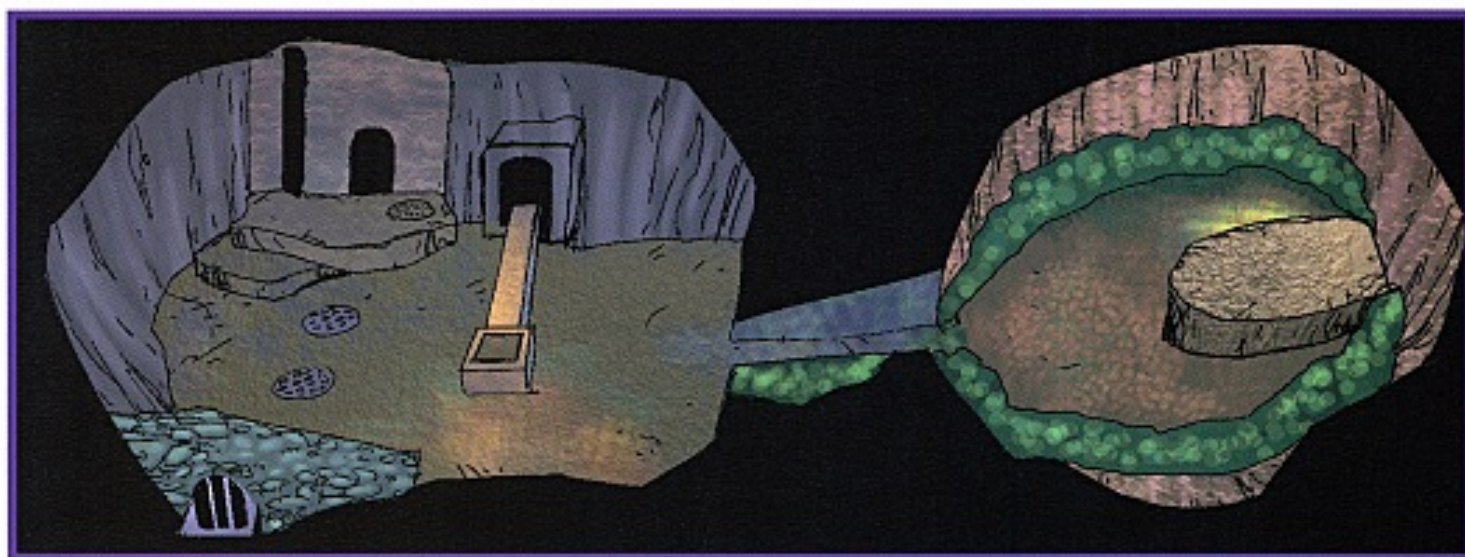
Placing the Jiggies in the picture puzzle opens the pipe leading to Clanker's Cavern.



Late in the game, after stomping the switch near the entrance to Click Clock Wood, you can cauldron back and insert the Jiggies in the picture puzzle.

GRUNTILDA'S LAIR

This is another small section of Lair that extends off the previous map. Take a look around. Early in the game, this should be familiar enough that you don't spend a lot of time wandering.



Beak Bust the floor switch to raise the two pipes above water level.



Cross the two pipes and hit the switch there to create another jumping platform.



The switch across the upper pipe opens the underwater passage.



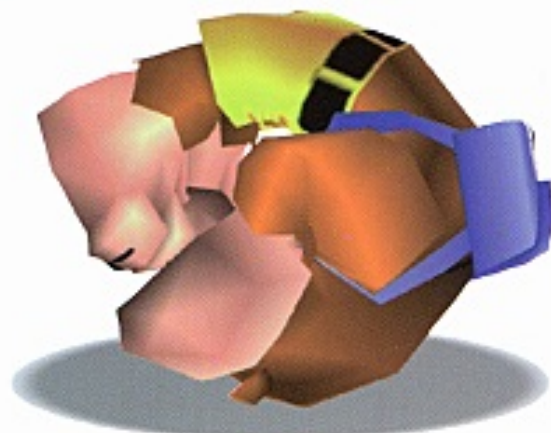
The underwater passage leads to the Bubbleloop Swamp picture puzzle.



It's probably best to tackle Clanker's Cavern before you head for Bubbleloop Swamp.



The Note Door up the slimy slope leads to another section of Gruntilda's Lair. Tackle Mumbo's Mountain, Treasure Trove Cove, and Clanker's Cavern first.



TREASURE TROVE COVE

The second world in the intended sequence is Treasure Trove Cove, and here the game begins to feel a bit more open.

Unlike Mumbo's Mountain, puzzle solutions don't hit you over the head every time, and the central mountain makes it a little tougher to get your bearings.

You'll probably want to bear left (small pun intended) from the entrance dock, and deal with large Nipper the crab right away. He's particularly deadly, because you have to Rat-a-Tat Rap him in the face a few times before he curls up and dies, and the whole time he'll be trying to give you such a pinch Better he kills you early than after you've picked up 50 or 60 Musical Notes.

Shock Jump from the tall rock columns up the cliff face, and a Jiggy is your reward.



Use the Shock Pads to reach the Jinjo atop the tall rock column.



Shock Jump to the top of the lighthouse for another Jiggy.



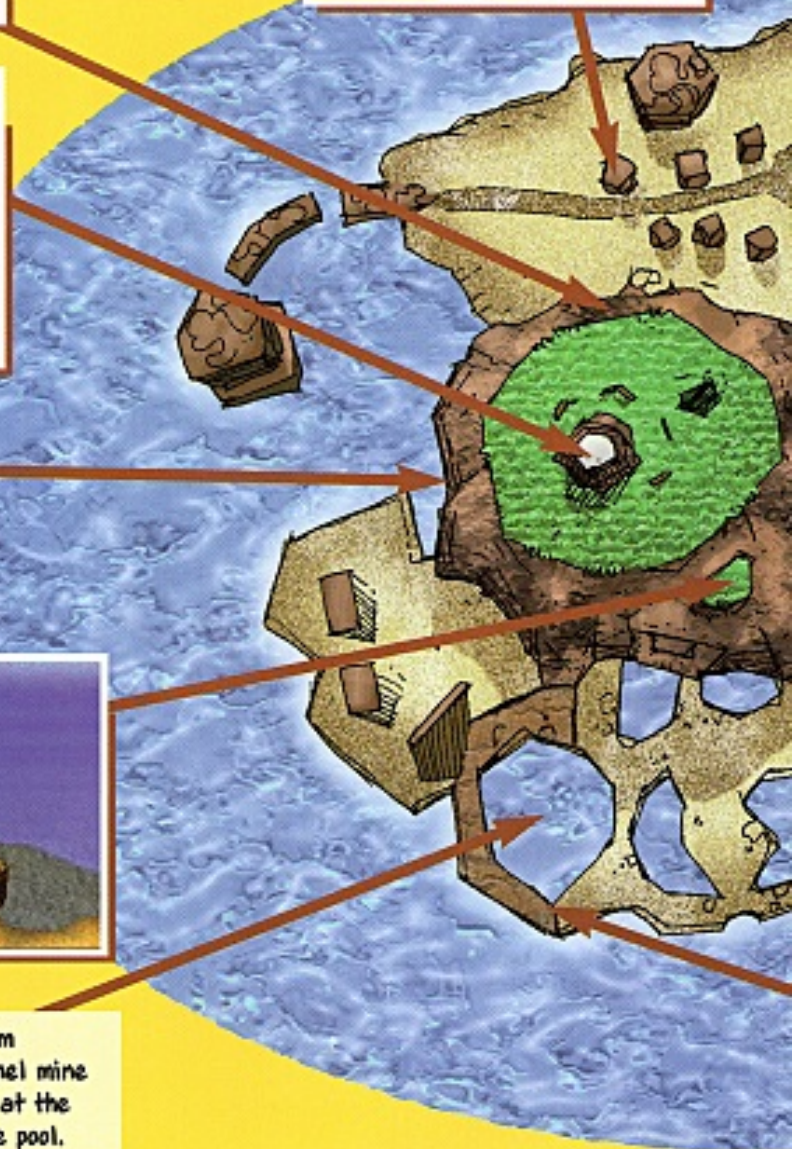
Hop from the floating boxes to the ledges in the green wall and follow the path to the Jiggy.



On the slope below the central mountain—en route to the lighthouse—a Jinjo waits atop a tree. Slide down to flat land to climb up.



You can simply swim beneath the Shrapnel mine to claim the Jiggy at the bottom of the large pool.





When you stomp the final X, look off that platform toward the sea. Egg Little Lockup to produce the Jiggy.



Spell out "Banjo Kazooie" with Beak Busters before time runs out—and defeat the Snippet—to claim your Jiggy.



Before you take flight the first time, climb up the mast and rescue the Jinjo.



A Jinjo lies beneath the pier where you enter Treasure Trove Cove. Coax Snacker to the beach and lay a few eggs on him to clear the coast.



Smash through the deck to another hold compartment, and trade Blubber both piles of gold for the Jiggy you desire.



Fly beneath the mountain from the mast. The ledge on the left holds a chest with a Jiggy. Flap Flap carefully inside.



Walk carefully out the narrow ledge to reach another Jinjo.



Inside the defeated Nipper's shell, a Jiggy awaits.



You can roll the Snippets a couple of times to polish them off, but remember the bonus for Beak Busting them!



Get inside Nipper's claws and Rat-a-Tat Rap him in the face.



Talon Trot up near the crow's nest, and Bottles will teach Kazooie how to fly.



Captain Blubber has lost his treasure. Don't worry, it isn't far.



One of the ship's holds—and half the treasure—lies through the hole in the side of the boat.



Bottles will teach his buddies how to use the Shock Pads near the tall rock columns.



The Witch Switch in Treasure Trove Cove lies behind the lighthouse, atop the central mountain.



Smash the lighthouse door to climb to the upper area.



A honeycomb waits atop a box some distance offshore.



As you fly out over the ocean, you'll spot an extra life on a box near the small island with the sign.



A few well-placed eggs send Snacker packing, but not permanently.



Leaky the bucket needs a few eggs to patch him up.



A honeycomb lies near the base of the greenish stone wall. Snacker may get in some nips while you try for the prize.



Don't forget the goodies atop the trees. There are plenty of Red Feathers, and even a few easily overlooked notes.



Beak Bust the large red Xs near the Flight Pads, and they point you in the direction of the next marker.

CLANKER'S CAVERN

The third world—and the first place your underwater abilities are put to a test—is Clanker's Cavern. A word to the wise: If you're only showing two of those little segments on the oxygen bar, it's time to head for the surface. It's probably past time.

Unless you're just naturally good at the way Banjo and Kazooie move underwater, this world will probably kill you a couple of times just for being too ambitious. When you dive deep to get something, don't try to accomplish more than one goal. And if you miss whatever you're swimming toward, it's probably better to back way off, perhaps even to the surface, before trying again. It's easy to become frustrated and preoccupied and run out of air.

As with Treasure Trove Cove, there's probably one thing you should do first, because the odds of your demise are relatively high: swim down and activate the mechanism that lets Clanker float to the surface. When you reach the bottom, follow Gloop the fish around to build up your air supply before attempting the puzzle, and keep an eye on that oxygen meter.



Smash open the grating up the pipe and drop inside to find a Jinjo.



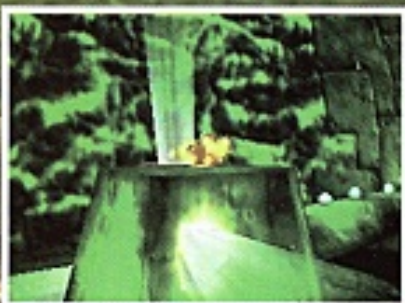
Climb Clanker's tail to another platform, where a few eggs can open the grating protecting the Jiggy.



When Clanker surfaces, claim the Jiggy off his back.



Beyond the second tooth waits a Jiggy.



Defeating the Mutant-Snippets produces a Jiggy atop the central fixture. Flap Flip up to the connecting pipe.



There's a Jiggy at the end of the long underwater tunnel. The perspective makes the return trip tricky. In essence, your controls are temporarily reversed.

Cross the blowhole and Flap Flip up to the Jiggy.



Another Jinjo waits in an underwater tunnel—one that connects with the central chamber at either end.



Use your newfound invulnerability to reach the Jiggy beyond the blades.



Past the blades near the switch, another Jiggy waits.



From inside Clanker, one tunnel crosses above a deep pool, wherein waits a Jinjo.



Of course, completing the hoop gauntlet nets you a Jiggy.



A Jinjo lies in the murky water near the mechanism that held Clanker submerged.

INSIDE CLANKER

CLANKER'S CAVERN



Swim through the underwater tunnel to meet Clanker.



You must swim through the protruding key three times to release Clanker to the surface.



Use Gloop the fish to restore your air supply on the deep dive.



Deal harshly with the horde of Mutant-Snippets through the glowing tunnel.



There's a Jinjo behind the bee-hive near where you enter the world.



When Clanker surfaces, you can ride the bolt in his blowhole up to a high platform.



Don't miss the Mumbo token above the pipe where you enter the world.



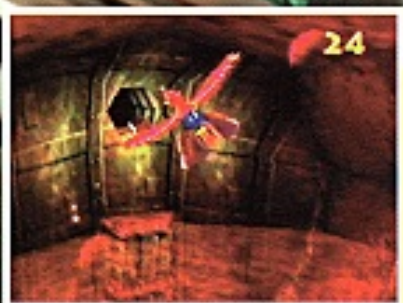
Swim clear of the Whiplash inside Clanker.



Fire eggs at Clanker's tooth to ease his pain—and open a passage.



The hoop obstacle course requires you to leap through each green hoop within the allotted time.



The Flight Pad inside Clanker lets you reach the upper opening.



Fly up inside Clanker, and Bottles will teach you all you need to know about Golden Feathers.



You must take out the sore teeth on either side of Clanker's mouth.



Our duo can climb the pipes in the central cavern to reach alcoves far above.



Let the blowhole bolt rise up, and then drop down the blowhole to find Clanker's Witch Switch.



CLANKER'S CAVERN



The Clanker's Cavern Witch Switch causes the eyes to bulge back in Gruntilda's Lair. When you're done with this world, you must go Beak Bust them back down.



Use the Shock Pad near the wall to leap up and grab the pipe to the left.



Just beyond the grating you break to rescue the Jinjo is a similar opening: drop through it to find a honeycomb piece.



A honeycomb piece floats inside one of the underwater pipes in the central cavern.



You can jump and flutter between the high upper ledges to collect the goodies.

GRUNTILDA'S LAIR

The area dominated by the gigantic likeness of Gruntilda is a crucial midway juncture, with Bubbleloop Swamp to the left and Gobi's Valley—and quite a few other places—up the cliffs to the right.



To the left lies
Bubbleloop
Swamp.



To the right lies Gobi's Valley.



Note the hole in the ceiling above
the witch's pointy hat.



The Witch Switch in Bubbleloop
Swamp shatters the hat. To drop
through the ceiling, you must hop
into the large vase outside the
entrance to Gobi's Valley.

GRUNTILDA'S LAIR

There are several items of interest in the immediate vicinity of Gobi's Valley and Bubbleloop Swamp, not the least of which is the boulder you must break near the Freezeezy Peak picture puzzle. Do that as soon as you learn to use the Wading Boots in Bubbleloop Swamp. Come back from the swamp world with the boots available near the entrance and break the rock. Then go back into Bubbleloop and begin that world.



Brentilda dishes more dirt on her sister near the entrance to Bubbleloop Swamp.



You'll find Wading Boots in the small hallway opposite Brentilda's alcove, but you must learn to use them before they do you any good.



After you learn to use the Wading Boots at the beginning of the Bubbleloop Swamp world, exit immediately and use them to explore the passage behind the swamp entrance.



Down the passage near the entrance to Bubbleloop Swamp is the picture puzzle for Freezeezy Peak, but that's not the first reason you need to visit this small area.



Up the slope from the Freezeezy Peak picture puzzle lies a boulder in front of a passage. Smash it. You can't fit in the tunnel without a little Mumbo magic, but you can't break the boulder in your transformed state.



Another pair of Wading Boots, for traveling back through the swamp water, lies near the Freezeezy Peak picture puzzle.



After Mumbo transforms you into a small crocodile in Bubbleloop Swamp, you can return to the small passage near the Freezeezy Peak picture puzzle.



Happy little lizard! It's the Cheato spellbook waiting down that tiny passage!



Don't miss that Mumbo token behind the sarcophagus.



You'll need a good supply of notes to crack the door on the high ledge.



Smash through the bricks barring the passages.



In a chamber adjacent the tall vase is a switch that activates a rotating Shock Pad.



After you hit the Witch Switch in Bubbleloop Swamp, you can leap inside the tall vase using the rotating Shock Pad.



After the Witch Switch in Bubbleloop Swamp explodes the large witch's hat, dropping through the vase near the entrance to Gobi's Valley nets you another Jiggy.



The Witch Switch inside Gobi's Valley opens the sarcophagus near the tall vase.



Use the rotating Shock Pad to collect the Jiggy inside the sarcophagus.



After you hit the Witch Switch in Freezeezy Peak, you'll find it worth your while to Shock Pad up the mural near that world's entrance.





After prudently breaking the webs in the nearby chamber with eggs, stomp the switch high inside the Freezeezy mural.



The Running Shoes nearby are for beating feet back to the nearby chamber—and the Flight Pad, which appears only briefly.

You have little time to make the Flight Pad and get airborne.



Fly back to the Freezeezy mural and look for the opening high on the right: it opens with the Freezeezy Witch Switch. Collect the Jiqqy, happy bear.



The Note Door on the ledge in the webbed room requires a healthy stash of notes.



BUBBLEGLOOP SWAMP

The swamp is the first world you encounter that has large areas of hazardous terrain—namely, piranha-infested waters. You can use the Wading Boots to explore the swamp waters for a limited time, but it's a bit easier to do most of your mucking around as the tiny crocodile that Mumbo Jumbo will change you into.

Do as much as you can as Banjo and Kazooie before you have Mumbo make the change; you'll actually want to leave the swamp as the crocodile once you've got all 100 Musical Notes. You can use the small form of the crocodile to explore the narrow passage near the Freezeezy picture puzzle, as long as you exited the swamp after learning to use the Wading Boots and smashed the obstructing boulder as Banjo.



Hop over to the small landing from the early bridge and rescue a Jinjo.



Another Jiggy waits in the middle of the multilayered egg.



On the way to the timed Jiggy, you might pause to give Croctus another egg.



Use the wading boots to (quickly) clean the swamp of goodies—and the occasional Jinjo.

Beak Bust the choir members to duplicate the melody, and Tiptup bestows a Jiggy.



Cold feet cured, a Jiggy is your reward.

When you feed Croctus for the last time, he'll leave you a Jiggy for your trouble.



Don't miss that Jinjo whistling at you from below the Shock Pads.



At the top of the hut jumps waits another shiny, gold Jiggy.





The first thing you should do in Bubbleloop Swamp is learn to use the Wading Boots. Bottles will show you how in the area just behind the world's entrance.



Croctus teleports around the level, requesting you feed him an egg each time you see him.



Use the Wading Boots near the world's entrance to pillage the nearby swampland.



The short timer halfway through the maze offers another chance to claim a Jiggy.



Should you out-dine Mr. Vile, a Jiggy is yours for the taking.



When the last of the pesky frogs falls, a Jiggy is your reward.



A Jinjo also lies along the path to the timed Jiggy.





You can defeat the mob of golden flibbits easily with a few Golden Feathers.



You must crack the large egg several times before the bear and bird can reach its center.



Don't forget to climb all the cattails in the swamp and claim the prizes floating above them.



A well-placed Rat-a-Tat Rap will take the fight out of the resident froggies.



Use the Talon Trot to gather notes from the slippery swamp slopes.



Navigate Mumbo's maze quickly, using the Wading Boots within to make it to safety.



Don't miss the Mumbo token hiding behind the hut.



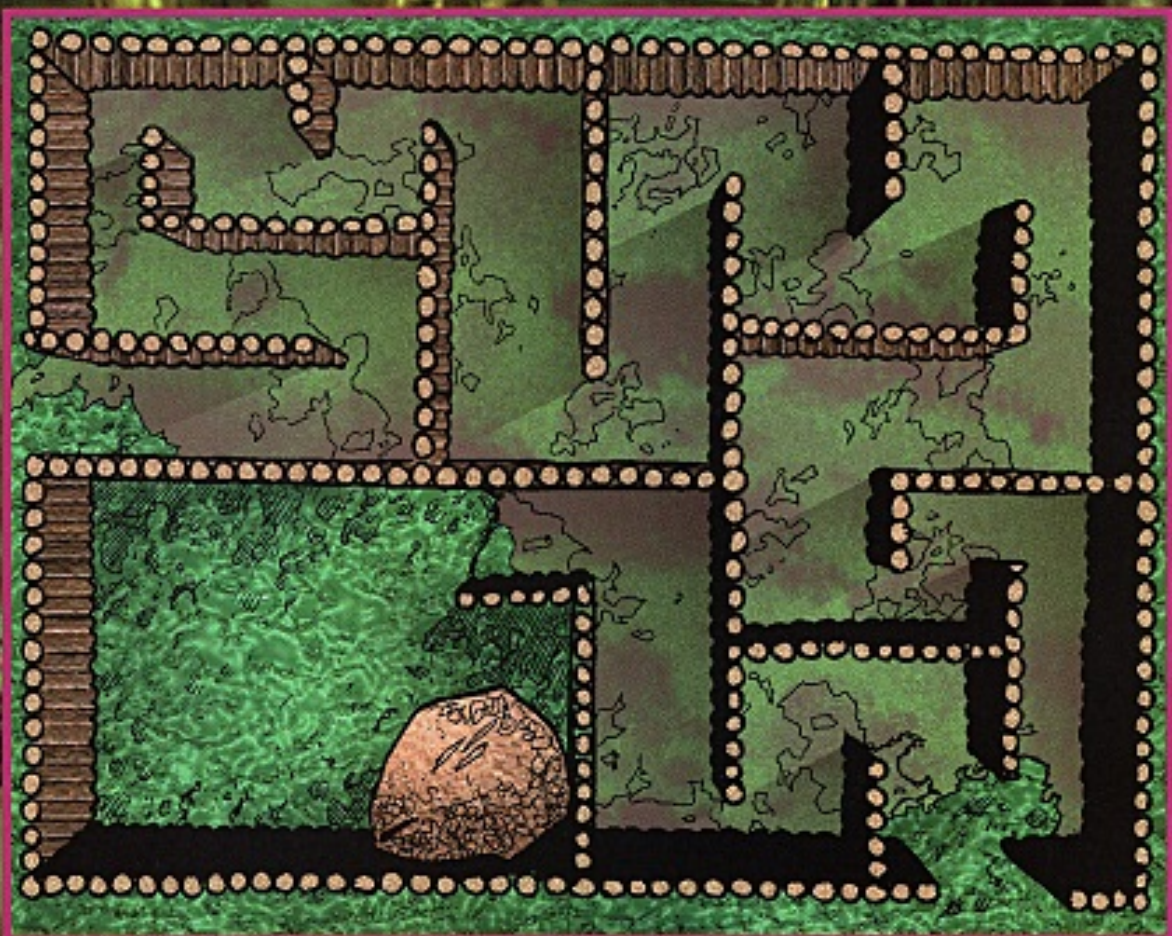
Another honeycomb piece floats near the ceiling in Mumbo's hut.



Mumbo's swamp magic makes bear and bird a small crocodile.



Your small, scaly form can venture places a bear can't—inside the large croc's nose, for example.



TIP

When racing Mr. Vile, don't build up a big lead early on, or he seems to shift into high gear. Keep it close, and finish strong. Also, notice the Running Shoes. If Mr. Vile proves too tough, come back when you've learned about the shoes in Gobi's Valley.



Notes and other goodies—and a feisty competitor—lie within the nostrils.





These huts are made for stomping.



Shock Pads lie beneath most of the huts, but one near the top of the test yields this world's Witch Switch.



If you go for this Mumbo token, prepare to change direction in midair and glide back to the Shock Pad you leaped from.



A turtle's cold feet need a dose of Beak Busting to warm them up again.



Walk inside the tank's mouth to meet the Tiptup Choir.



Watch your step and you should have time to make it to the Jiggy on the walkway.



Croctus even shows up in the area with the Shock Pads beneath the huts.



Your little crocodile self can venture into the swamp without fear of the local piranhas.



Mr. Vile has three race games, challenging you to eat faster than he can.

GRUNTILDA'S LAIR

The webbed chamber adjacent to the Freezezy Peak entrance is another juncture, with an important Note Door as well as a cauldron shortcut. Be sure to go around and break all the waving webs—especially the small one on the floor near where you enter.



Use a few eggs to break the waving webs in the large chamber.



Another cauldron waits nearby, ready to serve as a shortcut.



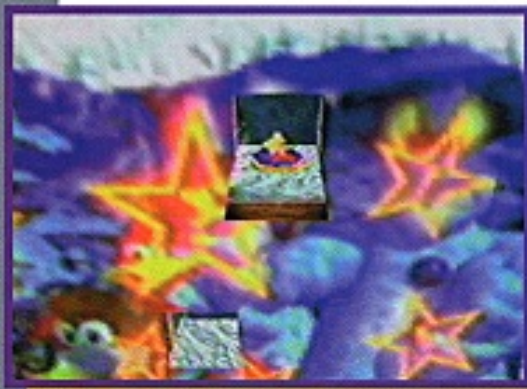
In the witch's mouth is yet another Note Door.



Beneath a web in the upper area is another cauldron.



Stop by and visit with Brentilda atop the witch's hat.



Stomping the Witch Switch in Freezeezy Peak opens the door high on the Freezeezy mural.



The Witch Switch in Mad Monster Mansion reveals a Jiggy behind the witch's eye: you'll have to Rat-a-Tat Rap your way through the clear glass casing.

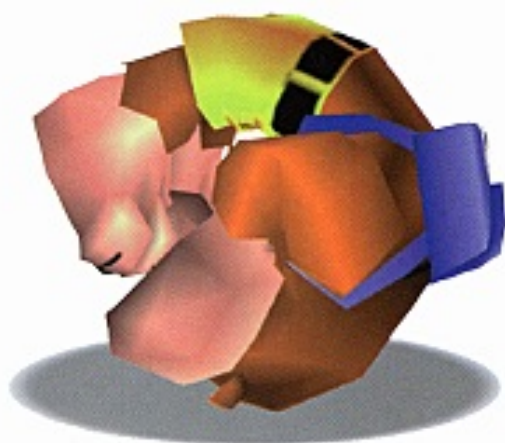
GRUNTILDA'S LAIR

Watch your step as you cross the narrow pathways over the lava. The light in this chamber waxes and wanes, making deceptive shadows.

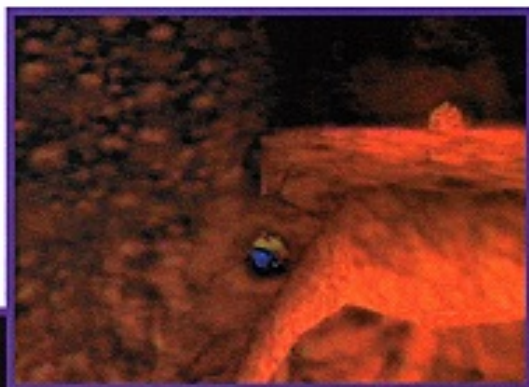


Across the lava path is the picture puzzle that opens Gobi's Valley.





Notice Brentilda near the Gobi's Valley picture puzzle, and the small opening in the wall.



As the little pumpkin from Mad Monster Mansion, you can hop down the tiny tunnel near the Gobi's Valley picture puzzle.



Lucky pumpkin! Down the small tunnel you meet Cheato the spellbook once more.



FREEZEEZY PEAK

Banjo and Kazooie get a little holiday spirit in Freezeezy Peak, playing Santa to a trio of blubbering bears and even showing off their sledding prowess.

Bottles will teach you the Beak Bomb here, a useful aerial maneuver in terms of attacking, and also a faster way to fly in general when you want to get across a world without a lot of tedious flapping.

Use the Beak Bomb to knock the block off the resident snowman—Sir Slushes to you—and watch out for that icy water until Mumbo turns you into a little walrus. As with the little crocodile in the swamp, the walrus can loot the icy ponds of Freezeezy without adverse effects.

Within Mumbo's Hut waits another Jinjo.



Lucky bears! When they get their presents, you get a Jiggy in return.



After you bonk the snowman's buttons, he'll give up a Jiggy.



The last Sir Slush to fall reveals a Jiggy atop the large snowman's head.



Hop atop the snowman's broom to rescue the Jinjo.



Wozza the walrus will kindly give up a Jiggy to one of his own kind.

If you venture back into Wozza's Cave as Banjo and Kazooie, he'll let you take the Jinjo off his hands—er, flippers.





Rescue the Jinjo from someone's backyard.



Keep the race close until the very end to avoid bringing out Boqgy's competitive nature, and then you can usually hop past him for the victory. A Jiggy is first prize.



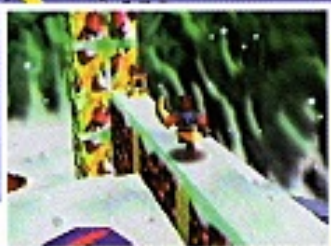
You can also race Boqgy as your bear-and-bird self, with a Jiggy as first prize. As before, wait to make your strong move until the end of the race.



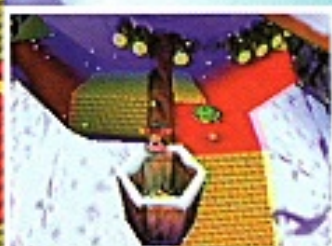
After you hop Boqgy from above, he coughs up a Jiggy before running off to practice his sledding.



You must flutter to the uppermost ledge, and then from there to the Jiggy in the tree.



Grab that Jinjo from the wall above the molehill.



The large snowman has a pipe full of Jiggys.

FREEZEZEZY PEAK



Bottles waits to teach you the Beak Bomb in Freezeezy Peak. You'll need it to defeat the sinister snowmen nearby.



Boqgy Bear has eaten something shiny. Sled from above into his bulging tummy to dislodge the prize.



Listen for swishing snowballs as you explore Freezeezy Peak.



Groggy, Soqgy and Moqgy, three little bears without any holiday gifts, wait inside the igloo.



Don't be sad, bear buddies. Banjo and Kazooie will play Santa.



One of the snowfreaks conceals the Freezeezy Witch Switch.



The Beak Barge is the best way to battle the blocks of ice.



Beak Bomb the snowball-slinging Sir Slushes. They'll always turn to face you, so line up with the red X on their top hats and let fly.



Climbing up the snowman's scarf, you can see WoZZa's Cave below.



Shock Jump up the snowman to discover one of the small bears' presents.



When you've defeated all the Sir Slushes, a Jiggy appears atop the snowman.



Sled down the snowman: look out below!



Watch that icy water when you go to grab the honeycomb on the small island.



It's not exactly his preferred climate, but Mumbo is in attendance at Freezeezy Peak.



Another of the three presents rests on a small frosty island.



Beak Bomb the snowman's buttons.



PROTECT US FROM THE TWINKLY MUNCHERS

Meet the Twinklies. You must help them to their nearby tree.



After the Twinklies make it safely to the tree, shoot a few eggs at the star below to switch on the power.



The Twinklie Munchers have huge appetites. Keep them under control with Rat-a-Tat Raps and eggs.



With the power flowing, you must fly through the star at the top of the tree three times before time runs out.



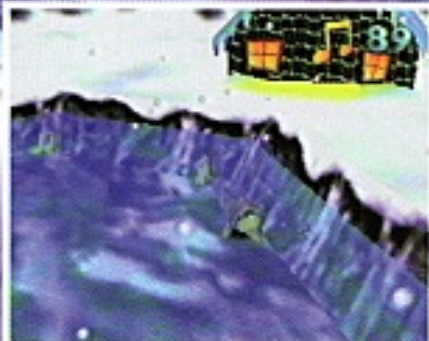
Climb up the tree trunk to explore an inner area.



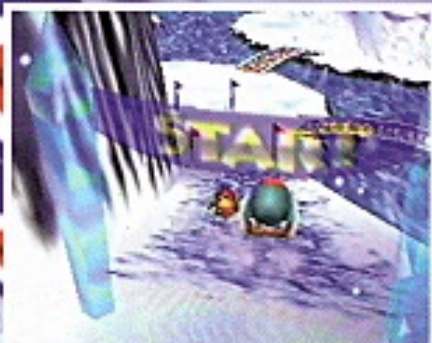
Another present waits inside the tree. When you have all three, you can head back for the bears' Igloo.



As the little walrus, you have a few new areas to explore.



The icy water doesn't harm little walrus: grab those notes!



Go find Boqgy as the little walrus, and he'll invite you to race sleds.



Venture into Wozza's Cave and swim through the small underwater passage.



Another honeycomb piece waits in the antechamber to Wozza's Cave.



Gobi's Valley

Gobi's Valley can be one of the game's most frustrating areas, and we speak from personal experience. The slightly top-down camera view means you spend a whole lot of time looking at sand, so keeping your sense of direction intact becomes almost as much of a chore as puzzle-solving.

If you haven't done so already, go and open Freezezy Peak and learn the Beak Bomb move therein before tackling Gobi's Valley. You'll need it to solve one of the puzzles here.

When you enter Gobi's Valley, first drain the water from the large pyramid so the deep, sandy moat doesn't become a deathtrap as you explore. There's enough scorching sand to fall into without that merciless pit.

Next, learn to use the Running Shoes, and realize the Wading Boots will protect you from scorching sand just as they do from swamp water. That should keep your little bear feet from getting too toasty.



Gobi retreats to the alcove you can reach with the magic carpet after watering Trunker. Beak Bust him one more time to dislodge a honeycomb.



A Jinjo waits on one of the upper magic carpets inside Jirvy.



Jirvy's Jiggy waits at the top of the magic carpet ride.

After you water Trunker—with a little help from Gobi—you can flutter from one of the perimeter trees to claim the Jiggy.



You didn't forget the Jinjo near where you entered Gobi's Valley, did you? Don't step on the exit pad!





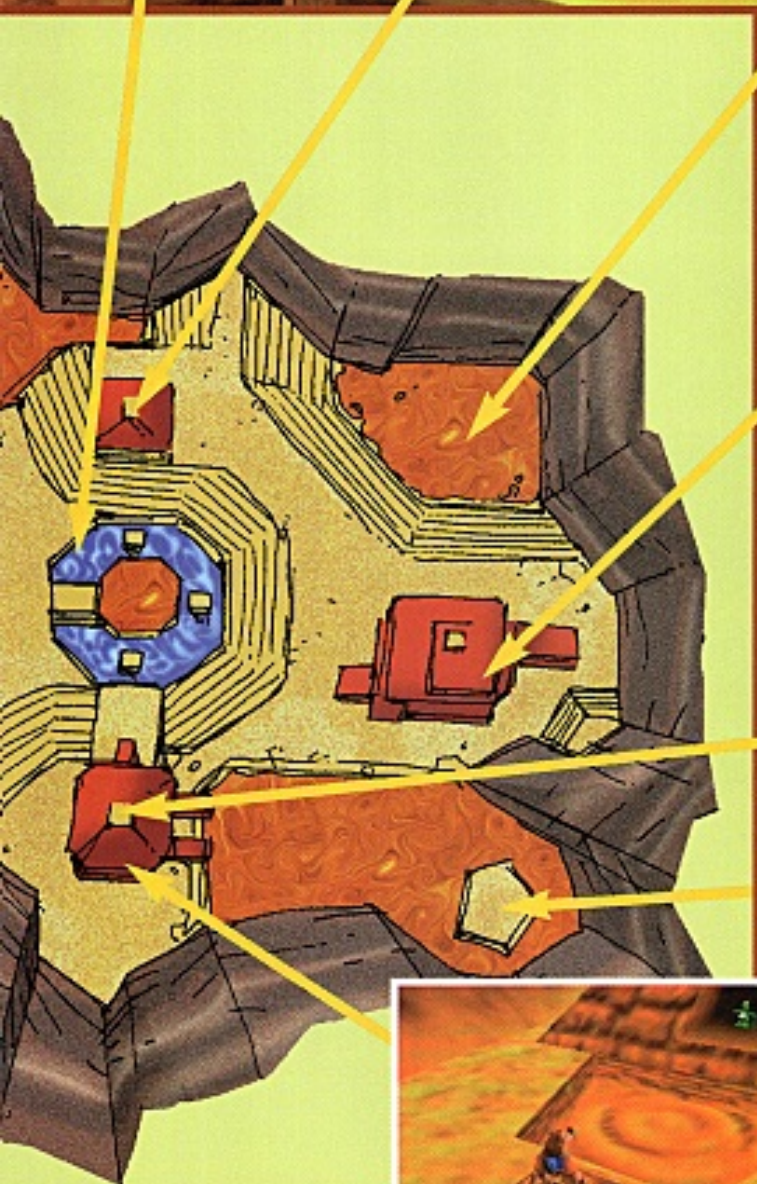
A Jinjo waits beneath the moat's ramp.



Ride the basket top up to the prize, or climb Histup's neck to reach the Jiggy.



Strap on the Running Shoes atop the small hill to wrest the Jiggy from Grabba's grasp.



Swim down and claim the Jiggy from its watery resting place, but that's not all



After you match all the picture pairs, a Jiggy appears as your reward.

Gobi leaves a Jiggy in his wake when he runs off in search of water.



A loud little Jinjo waits in an alcove near the honeycomb-shaped switch.



Race through the maze, but don't overlook the Witch Switch off the beaten path.



A Jiggy waits beyond the maze, and other goodies, including a Jinjo, are stashed in the urns nearby.



On a wall beside Jinxy, Bottles will teach you how to use the Running Shoes.



After you learn how to use the shoes, quickly put them to use.



Use the shoes to make it to the top of the tall, winding pyramid path. Then drop through the trapdoor.



Once you're inside the large pyramid, swim over and grab the Mumbo token.



Taking the Jiggy inside the pyramid opens the outer door, and drains the water.



The drainage from inside the pyramid fills the deadly sand trough in the outer area.



From the pillar tops, you can feed eggs to the smaller statues.



Stomp the switch atop the pyramid to open the door below on a short timer.



Inside the pyramid is a picture-matching game. If you'd rather not worry about the Mum-mum on patrol, use a Golden Feather to deal with him permanently.



If you don't match all the pictures within the allotted time, you teleport back to the beginning of the world. You can use the Running Shoes nearby to return to the puzzle room quickly.



Stomp the honeycomb switch—what might it do?



You must be airborne to claim the honeycomb from its prickly host.



Hop the flying carpet from this area to ride over and meet Gobi.



Beak Bust Gobi's rock to free him from the island.



Beak Bust Gobi in the back, and he'll give up some water for Trunker.



You can also ride a rug over to a small alcove near a sealed door and collect a bunch of notes.



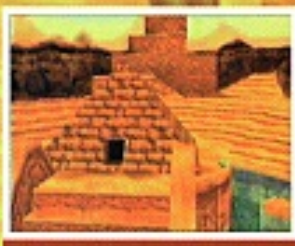
Use the Beak Bomb attack you learned in Freezezy Peak to trigger the bull's-eye timer switch.



To reach the door that opens below the target switch quickly, Beak Bust the pyramid below rather than fly inside.



You'll need Histup the snake's help to reach the Jiggy here. Bounce a few eggs into the basket.



When you've fed eggs to all the small dog sphinxes below, a pyramid grows from the flat rooftop.



The Wading Boots allow you to collect prizes from the otherwise scalding sand.



Unplug Jirxy's nostrils with a few eggs, and who knows what might happen.



The doorway between Jirxy's paws opens after his head has been cleared.



Firing eggs into the smaller statues causes the magic carpets to rise.



Fly through the head-dresses of the Ancient Ones as they rise around Gobi's Valley.



When you pass through the last of the Ancient Ones, a Jiggy appears on Jirxy's back.



GRUNTILDA'S LAIR

Entering this rocky cavern means the game is building to its grand finale. If you've been thorough in terms of collecting Jiggies and Musical Notes, you're on the downhill run.



The 450 Note Door in the webby chamber leads to some rocky, water-filled caverns.



The portal you find in the first rocky chamber through the 450 Note Door leads to Click Clock Wood.



Smash the grating to access a new tunnel.



The Witch Switch in Rusty Bucket Bay reveals a Jiggy in the rocky cave.



When you can activate the third water level switch, do so and swim down quickly through the eyes.



The third water level switch is not acceptable until you've Beak Busted the first two water level switches, one near Mad Monster Mansion, another in the chamber near the entrance to Rusty Bucket Bay.

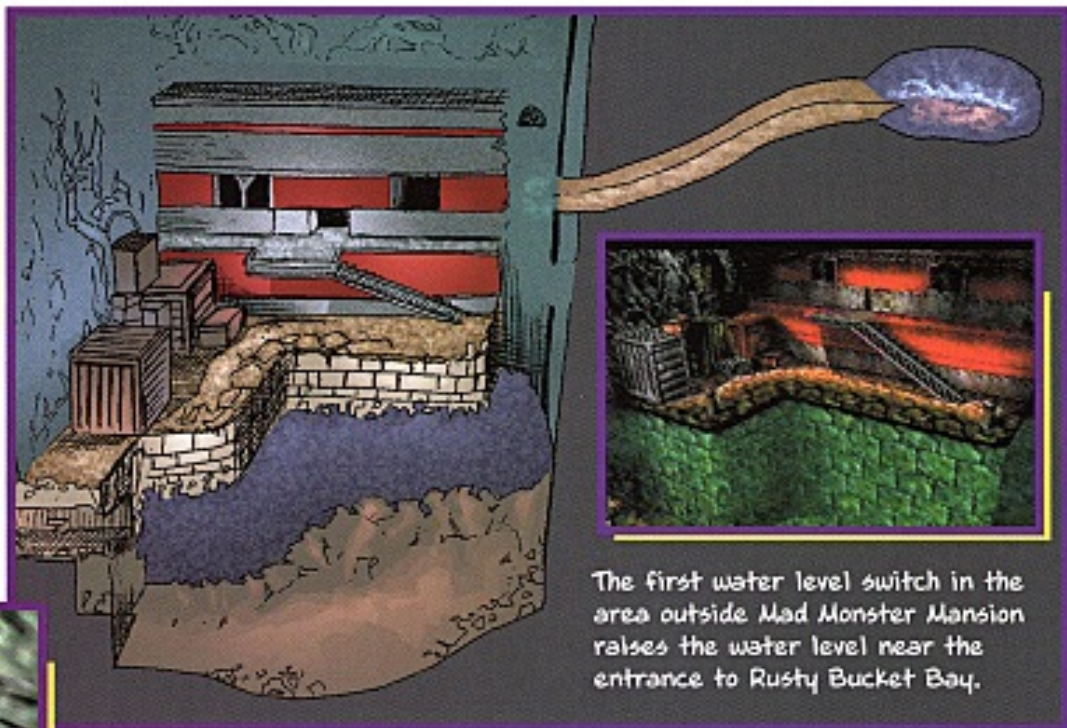
GRUNTILDA'S LAIR

This area of the lair is in the vicinity of both Mad Monster Mansion and Rusty Bucket Bay, and there's quite a bit going on hereabouts.

You must hit the water level switch near the entrance to Mad Monster Mansion before you can visit Cheato a final time, but it's worth the wait.



Swim through the low hole in the wall to head toward the picture puzzles for both Mad Monster Mansion and Rusty Bucket Bay.



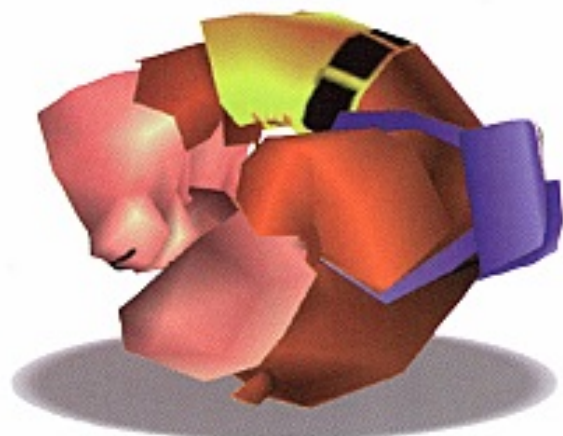
The first water level switch in the area outside Mad Monster Mansion raises the water level near the entrance to Rusty Bucket Bay.

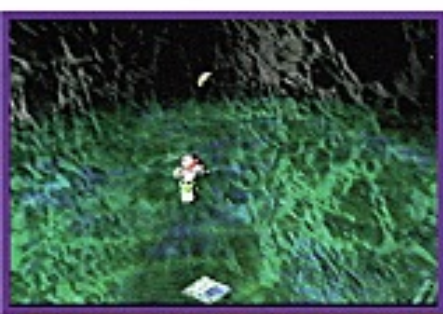


There's another short-cut cauldron near the Rusty Bucket Bay entrance.



Where could that second water level switch be?





The rising water makes for a happy bear and bird.



After you raise the water level with the first and second water level switches, you gain access to the tunnel to the Rusty Bucket Bay picture puzzle.



Smash the portal in the hallway to enter the small antechamber beyond.



Unload some Jiggies for Rusty Bucket Bay.



The door to Rusty Bucket Bay opens in the adjacent chamber.



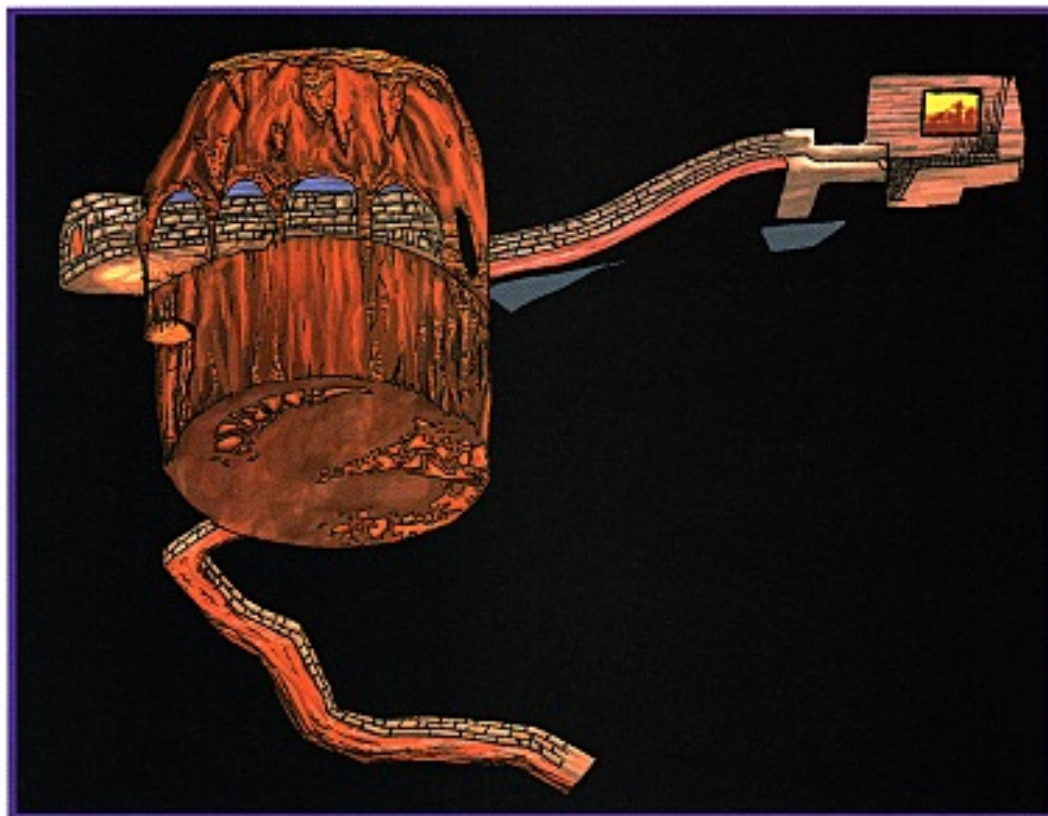
The third water level switch activates a relatively short timer while it raises the water level in the chamber near the entrance to Rusty Bucket Bay. Swim down through the portal below the eyes, and then up to the ledge before the water drops.



Greet Cheato one last time. Before you head for Rusty Bucket Bay, it's a good idea to stop back by Treasure Trove Cove and enter the codes in the puzzle room there.

GRUNTILDA'S LAIR

This room is a terminal part of the Lair—a dead end with only the picture puzzle for Mad Monster Mansion to visit. The map also shows the antechamber with the picture puzzle for Rusty Bucket Bay, although that's easily accessible from the adjacent chamber.



Flutter from ledge to ledge to reach the picture puzzle for Mad Monster Mansion.



The nearby Whipcrack guards a Mumbo token.

GRUNTILDA'S LAIR

The entrance area to Mad Monster Mansion has some interesting highlights, including the smaller house with the hole in the front door. Make sure you break the gate down toward the little house to the right of the screen, so when you emerge from the mansion as a small pumpkin you can make it to the hole.



Knock down the gate in the outer area before you enter Mad Monster Mansion. You'll need to use that outlet when you come out of the mansion as a small pumpkin.



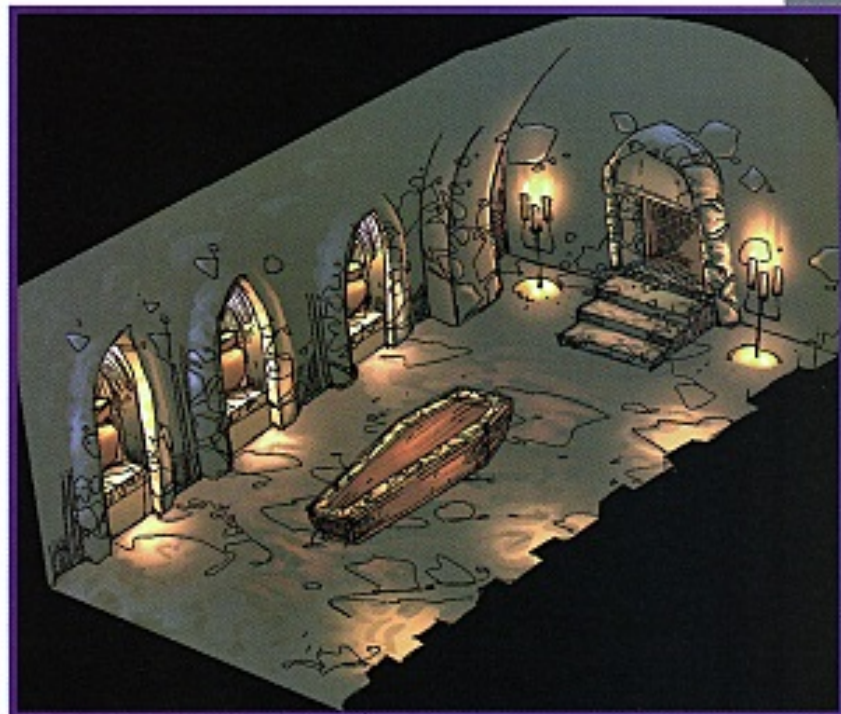
You can circle around the spooky dwelling and grab an Extra Life.



After you emerge from Mad Monster Mansion in pumpkin form, you can squeeze through the small hole in the door.



After you go through the small hole, have Mumbo change you back to bear and bird, and Beak Bust the first water level switch (hidden in the coffin). You'll have to change back to a pumpkin again to exit.



MAD MONSTER MANSION

The Mad Monster Mansion is a strange, claustrophobic little world you explore mostly by climbing onto rooftops and smashing through windows. You have plenty of outside area to contend with, but even those areas are a bit confining.

Its lack of toxic terrain renders this world somewhat less demanding than others. But the few places you must reach in pumpkin form are diabolical: you must actually leave as a pumpkin to find the first water level switch! Don't forget to break down the outside gate before you enter the mansion proper.

When you match Motzard's composition, he pipes up a Jiggy.



One of the cellar barrels also holds a wayward Jinjo.



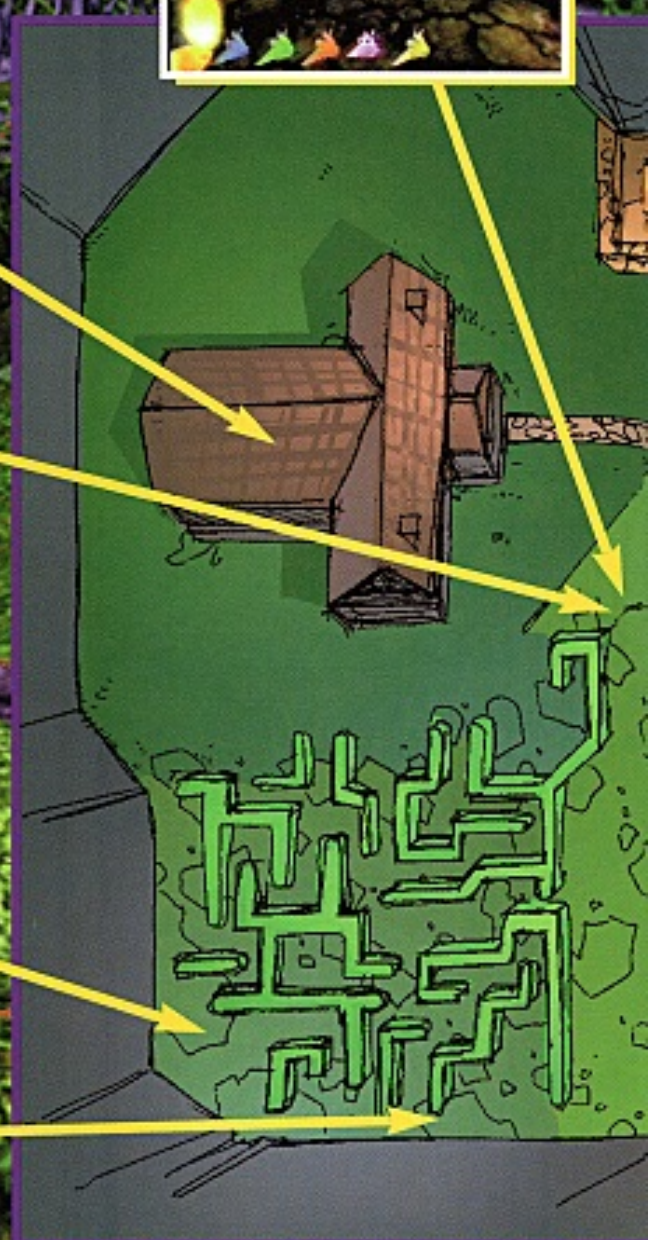
Down in the cellar, a Jiggy waits inside one of the many barrels.



Rescue the Jinjo from the maze.



When you plant an egg in the last empty pot, a Jiggy appears.



It's Jiggy time, courtesy of Tumbler.



It's Jiggy time at the bottom of the well!



Take the Jiggy and the notes from the rain barrel.



Claim the Jiggy from the sewers, careful of the pipe openings.



Another Jinjo perches high atop a chimney.



Atop the clock tower, Shock Jump to new heights.



GRUNT'S GOLD, NOW IT SHINE



Simply creep over and remove the Jiggy from the sleeping specter.



A little lost Jinjo waits atop the canopy bed (through the large upstairs window).



You'll explore Mad Monster Mansion mainly through the lit windows.



Watch out for the lurking Limbo Skeletons, as well as the monsters hiding behind certain pictures.



Smash the front door of the mansion. Inside is the wary Napper the ghost.



Napper will hear you creeping across the floor when you come in the front door.



As long as Napper's awake, you can't get at that Jiggy.



Another lit window waits in the back of the mansion.



Rat-a-Tat Rap your way past every portrait, and you'll deal quickly with any waiting Chompos.



Out back of the mansion, smash open the cellar.



Don't overlook (or underlook) the notes on the upper cellar shelf.



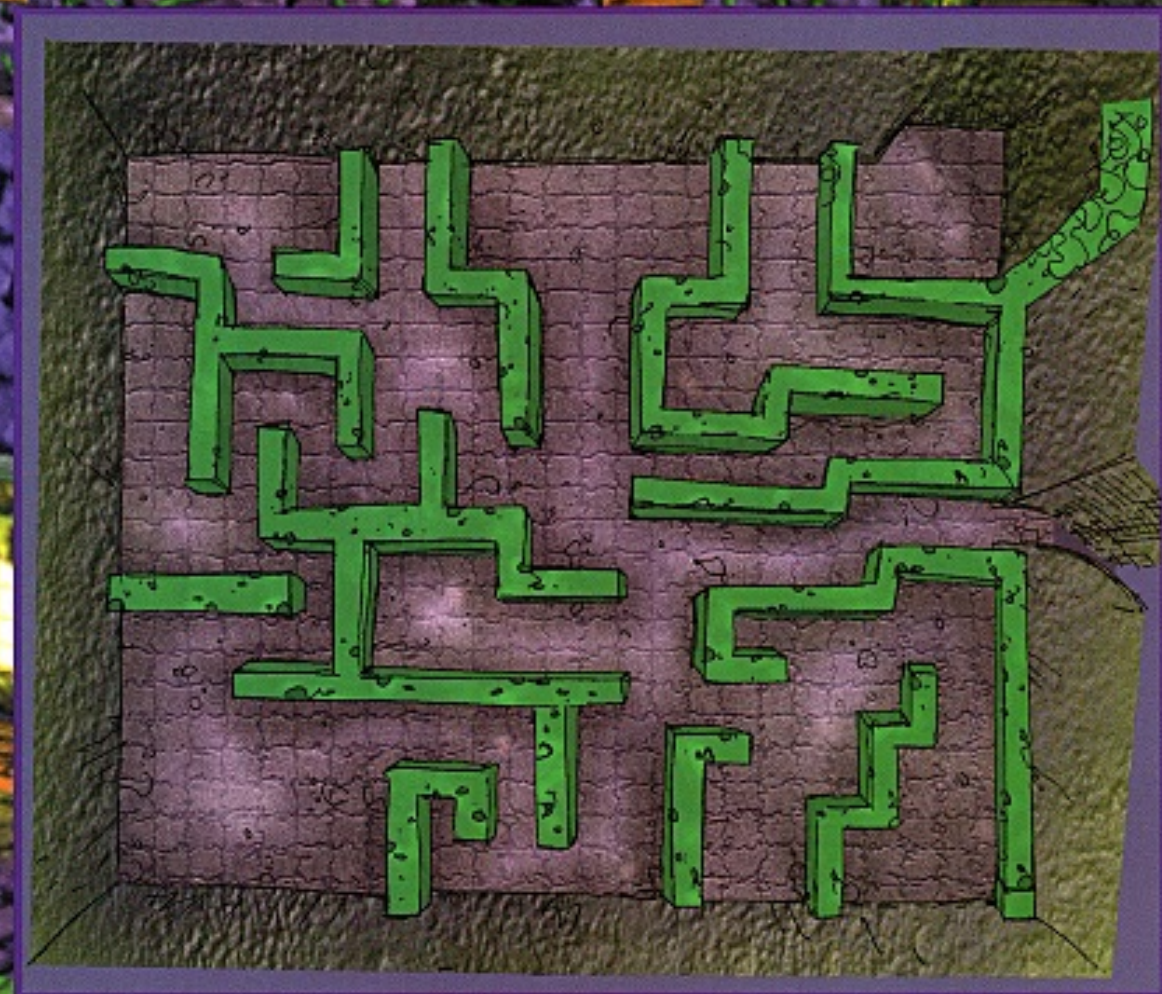
Explore the mansion grounds, and knock down any gates. Later on, when you're a pumpkin, things will be much easier if the pathways are unobstructed.



Hop up on the roof.



Kazooie can Talon Trot on the narrow ledge of the clock tower and enter a hole in the clock face.



A Jiggy waits atop the clock tower.





On the rooftops, step carefully to the corners to collect all the notes. A misstep means back-tracking.



In the yard, deposit eggs into all the empty flower pots you can find.



Beak Barge the Rippers into rubble—uncouth creatures!



One of these things is not like the others Jump through the window, already!



Grab the goodies, but watch out for the Portrait Chompas!



Climb the drainpipe to reach another area of rooftop.



Hmmm. If you were only a little smaller, you might be able to fit down that drainpipe



Another well-lit window, just in time to dodge a Nibbly bat.



Hmmm. If only you were a little smaller.... Naw....



You must check every window: the mansion actually comprises several stand-alone compartments.



Shock Jump up to the large window from the roof.



Careful near those high edges.



Shock Jump up to the tall chimney's opening and drop inside.



Use the nearby Flight Pad to nab the Extra Life from the chandelier.



Rat-a-Tat Rap your way inside.



Break open the window on the opposite side of the upstairs as you did the first time.



Down in the fireplace, collect the Mumbo token, but don't step on the squeaky floor: you've found the alternate entrance to Napper's chamber.



Don't miss the small cluster of notes in the tall grass of the yard.



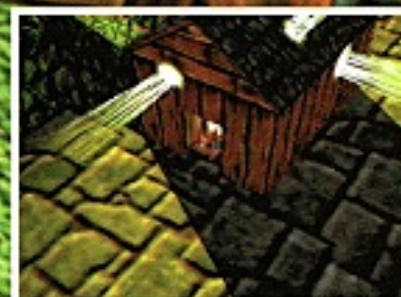
Check the corners of each room carefully, or risk leaving behind precious notes.



Rat-a-Tat Rap and the notes are yours.



Use the chair to reach the table as Napper lives up to his name. If you hit the floor, you'll have to go all the way back out and down the chimney, so Flap Flip carefully to the tabletop.



Check the shed out back of the mansion.





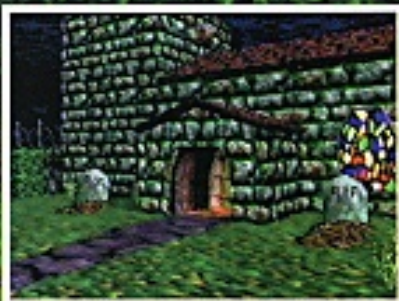
Guide Tumbler to spell out "Banjo Kazooie" inside the shed and he'll gladly reward you.



One busted gate leads to a Shock Pad.



Let's see, a switch to stomp, some Running Shoes....



The door that opens when you stomp the switch near the shoes doesn't stay open long.



Grab the Running Shoes and hang a left down the narrow pathway.



Veer right, up the stairs, and around the house to the left as the clock runs.



It's gonna be close ...



The ghosts known as Tee-Hee guard the area near the organ.



Wait for Mozart to strike a key. Then carefully Beak Bust the note he hits.



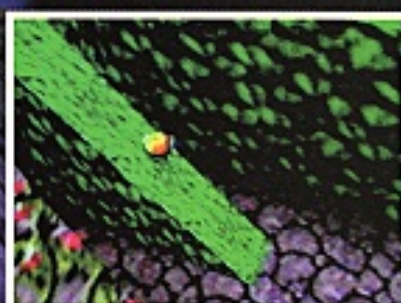
The Flight Pad near the organ sends you soaring into the rafters to collect more goodies.



There's even a Witch Switch to Beak Bust in the rafters above the organ.



Go and see Mumbo, pumpkinhead, to reach areas you couldn't before.



Use the maze ramp to reach the top of the wall in pumpkin form.



Your pumpkin self can slip under the floorboards where a bear and bird could not.



That can't be good for the plumbing—or our duo's personal hygiene.

Plop that pumpkin down the gutter.



Time for pumpkinhead to have some deep thoughts about the well.



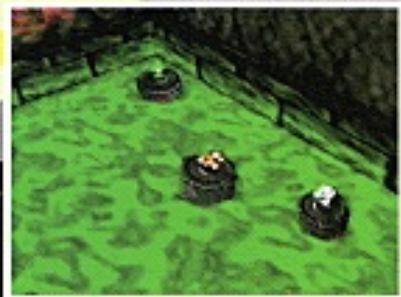
RUSTY BUCKET BAY

In terms of puzzle-solving and difficulty of exploration, Rusty Bucket Bay is probably the hardest world in the game. Sure, Click Clock Wood is bigger, but it's not nearly as deadly, nor its puzzles as complex.

Right off, you'll want to go and explore the area inside the ship; that can be deadly, and you might as well master it early. If you get knocked off the walkways inside the ship, you're history, so line up those jumps and wait to time a piece's movement before you tackle the problem. A little patience can go a long way. On the flip side, you must be familiar enough with the ship's layout to move quickly from its innards to the propellers in back to get that second Jiggy.

A final note: Try to stay out of the water unless you know a way to get out. The oily slick sucks your air supply even if you're not submerged.

Hop the floats to reach the Jinjo in the toxic pool.



Slide to the deck—with one eye on the clock—to claim the prize.



Your anchor-raising adventure nets you another Jiggy.



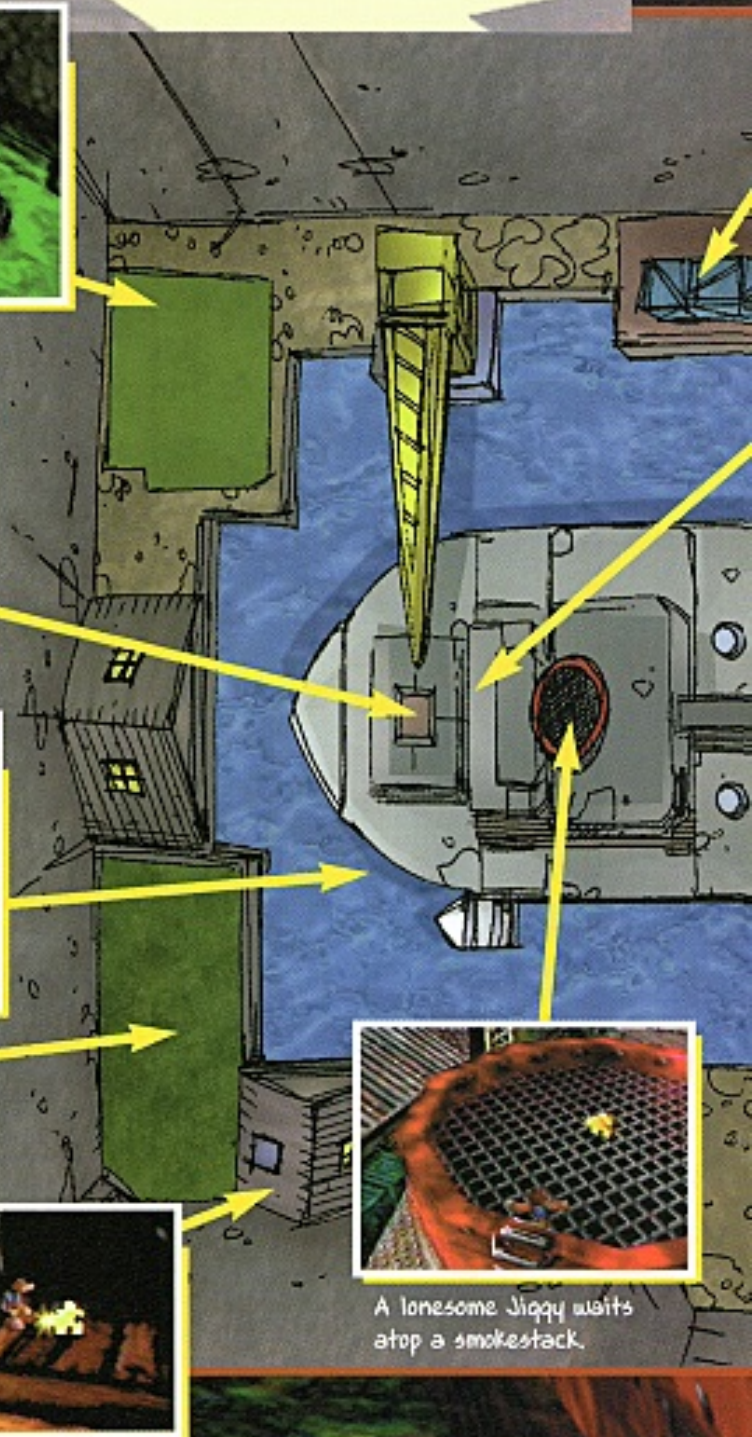
Back out in the shark area, rescue the Jinjo from the buoy.



Grab the Jiggy from the box top below.



A lonesome Jiggy waits atop a smokestack.





A Jinjo hides in the darkness of the dock compartment you enter from above.



A Jiggy appears when you enter the code properly.



Deal with the guardian Chompa in the captain's quarters, and a Jiggy is yours.



You'll find one last Jinjo at the end of the narrow dock walkway.



You must get to the Jiggy before time runs out, and then get quickly from the oily sea.



When the Boss Box goes boom, it's Jiggy time.



An underwater grating reveals an oily Jinjo below.



Watch out for the Grimlets on deck.



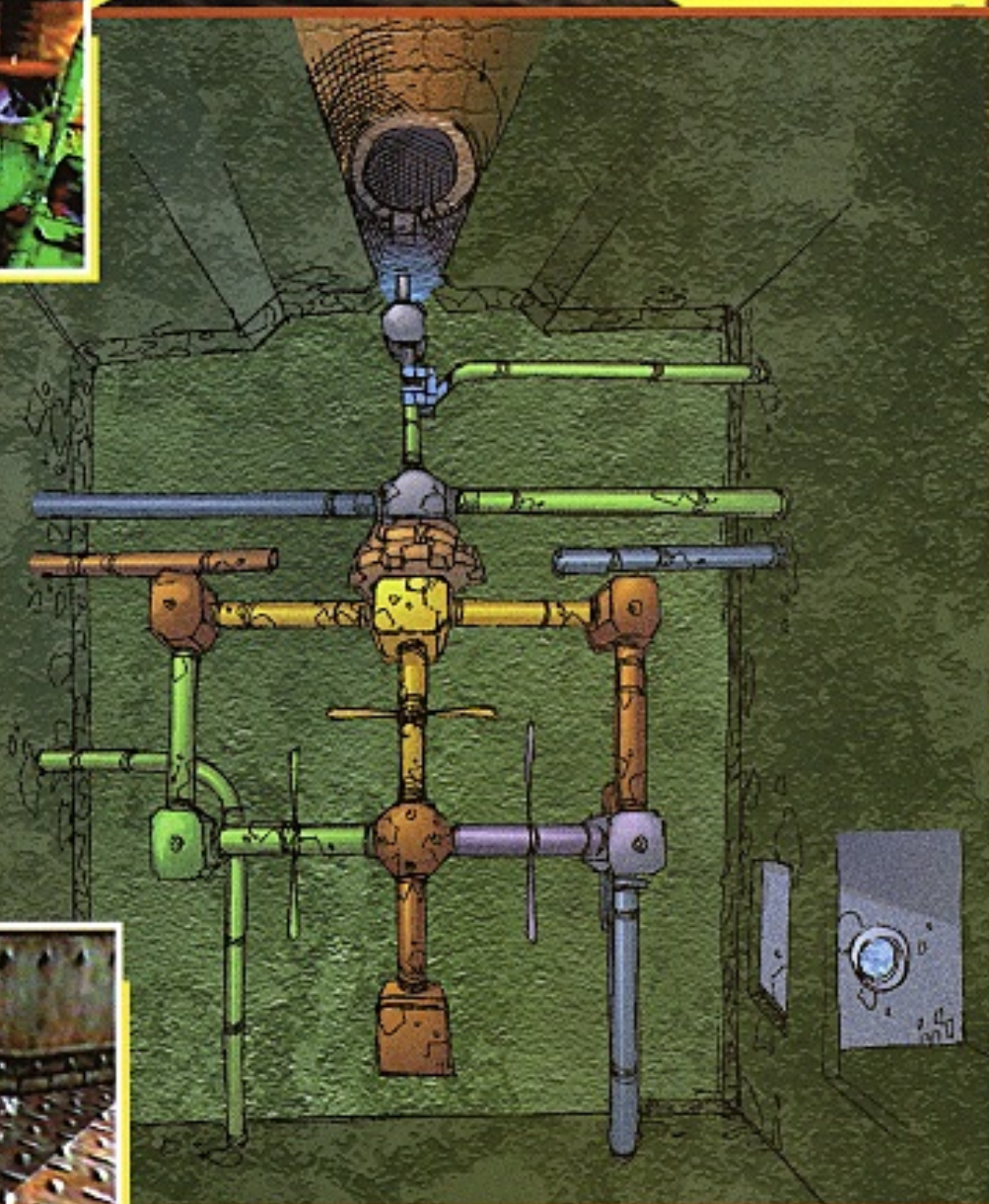
Untoothed portals are made for exploring. Start with the one on the rear of the ship.



A switch below deck partially powers down the ship's inner mechanisms.



The blades spin intermittently, so you have a chance of survival.



Beak Barge the portal in one of the large smokestacks and venture inside.



Take care of the Chompas and grab the honeycomb from the short hallway above the main door to the machinery.



Wait for the walkways to lock in place, and then hustle across. Try to jump for a stable platform when you get close enough, just to get off the movable portions.



Flip Flap quickly up the rotating gears, ready for trouble up top.



Beak Bust the first propeller switch.



The first propeller switch reveals a Jiggy in the murky water below.



A Jiggy waits on one of the stable platforms below deck.



The second propeller switch is gray, not green.



Wait until the nearby walkway is halfway through its turn; then stomp the gray propeller switch. That way you can be sure it will lock long enough after the cinematic stops.



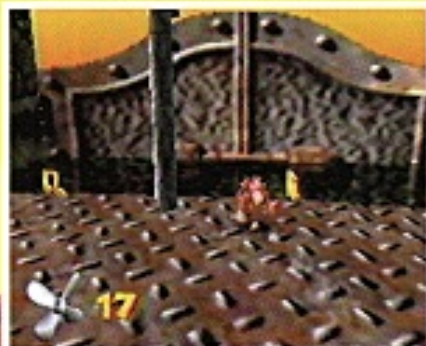
Hustle toward the propellers—the rear of the boat, near the pipe you first explored.



You can glide toward the opening where you entered the machinery room to save a little time.



Climb the tall ladder back to the deck as the timer runs.



Use the Talon Trot to make it quickly to the back of the ship, and leap into the oily water below.



The Boom Boxes self-destruct eventually if you keep your distance, or you can soften them up with a few eggs.



There are several Toll portals on the dock around the Rusty Bucket. Pay the toll to produce a walkway nearby.



At the Toll 2 portal you must shoot in two eggs and then four more to get the walkway in the right position. (It's the only one with that secret requirement.)



Beak Bust open the unlit window atop the small dock structure and drop inside.



Remember to check every corner, high and low, for small clusters of notes.



After you have the notes from the nearby box top, glide over to the chamber wall and drop into the water to locate an easily overlooked passageway.



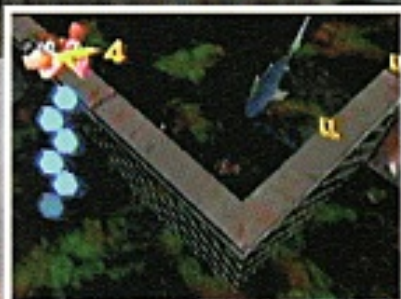
A dolphin is trapped beneath the Rusty Bucket's anchor.



Swim up the anchor chain to an inner chamber.



Stomp the anchor switch to retract the anchor.



When you first enter the fenced area where the shark resides, bank to the right and pass through another opening to escape.



Pay the toll to lift the walkway.



The crane raises a cage concealing a Jiggy.



Explore the open storage compartments on the dock.



You can see the honeycomb high up in the chamber.



Use the Shock Pad to get up to the walkway on the crane.



Quickly climb the ladder near the crane controls.



Don't miss the one compartment you must enter from the top.



Use the Flight Pad to claim the prize.



Press the "up" switch on the crane controls.



Talon Trot to the end of the crane's arm.



Hmmm ... what might the numbers signify?



Beak Bust the numbered sequence into the pressure plates near the horns.



Climb the rope atop the TNT box to reach the second crane.



Pay the egg toll to the left of the crane.



While you're at it, drop a few eggs around to the right.



Hit the down arrow on the second crane.



The second crane drops the large TNT box onto the deck and blasts an opening.



Have Kazooie leap from the second crane arm toward the Witch Switch far below.



Perform the Rat-a-Tat Rap as you fall toward the platform. The extra lean of the move allows Banjo and buddy to reach the Witch Switch.



In the hold below, Boss Boom Box begs for an egg.

It takes a lot of eggs, but hammering the boxes into submission as they break down is entirely painless. Of course, as they get smaller you can consider some alternative attacks.





There's a pipe you haven't plundered.



Some of the ship's windows are slightly more reflective than others (they have three little light marks instead of one). You can break into those portals.



Scour the ship for notes.



Of course, there are notes on the high walkways near the smokestacks.



GRUNTILDA'S LAIR

The entrance to Click Clock Wood is a relatively busy little juncture, with a Note Door nearby that also leads to the game's final areas. Unless you've been wandering quite a bit, you probably haven't used the Warp Cauldrons too much, but the one here provides a shortcut that's truly beneficial.



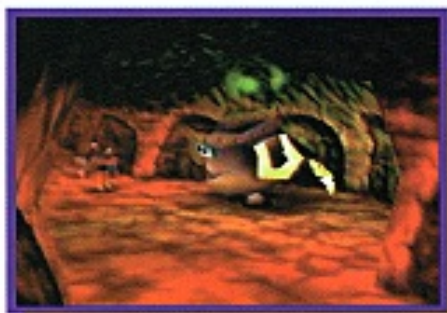
Up the hill past Bigbutt Bull lies the entrance to Click Clock Wood, Gruntilda's final world.



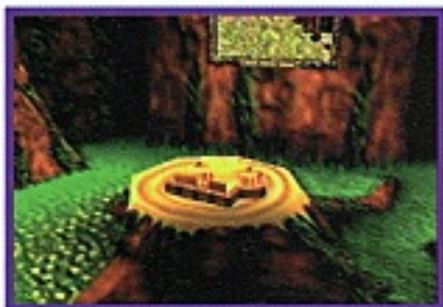
Climb up the leaves to reach inside the tree trunks. Beyond the 765 Note Door is the Quiz Show portion of Gruntilda's Lair. Until you've tackled Click Clock, it's not likely you have all the knowledge you'll need to win.



Continue past the 765 Note Door and stomp the switch with the Jiggy image on it.



Look in the tall grass below where you stomp the switch with the Jiggy on it to find a short tunnel and a Warp Cauldron. The cauldron transports you to near the distant Click Clock picture puzzle.



Back near the Lair entrance, the picture puzzle pad appears atop what was a barren stump.



After you solve Click Clock Wood and gather all the Jiggies a bear and bird might hope for, step on the Tooty dais to enter the Quiz Show.



The Click Clock Witch Switch reveals a Jiggy high on the tree in the outer area.



You'll have to be a bee to claim the last Jiggy in Gruntilda's Lair.



CLICK CLOCK WOOD

Click Clock Wood is actually divided into four seasons, so this area serves as a hub through which you explore the changing world.

A note of caution: Once you enter the wood, make a mental note not to go straight across this area from one season to the next, or you'll step on the exit portal. Not good.

Also, don't forget to grab the four notes near the springtime entrance! Musical Note and Jiggy totals are included with each season.



Stomp the spring switch in the central area.



Click Clock Spring is the first season you can visit.

CLICK CLOCK SPRING

Ease into Click Clock Wood in the springtime. There are a few things to do here that will set up accomplishments in later seasons, so make sure you explore completely.

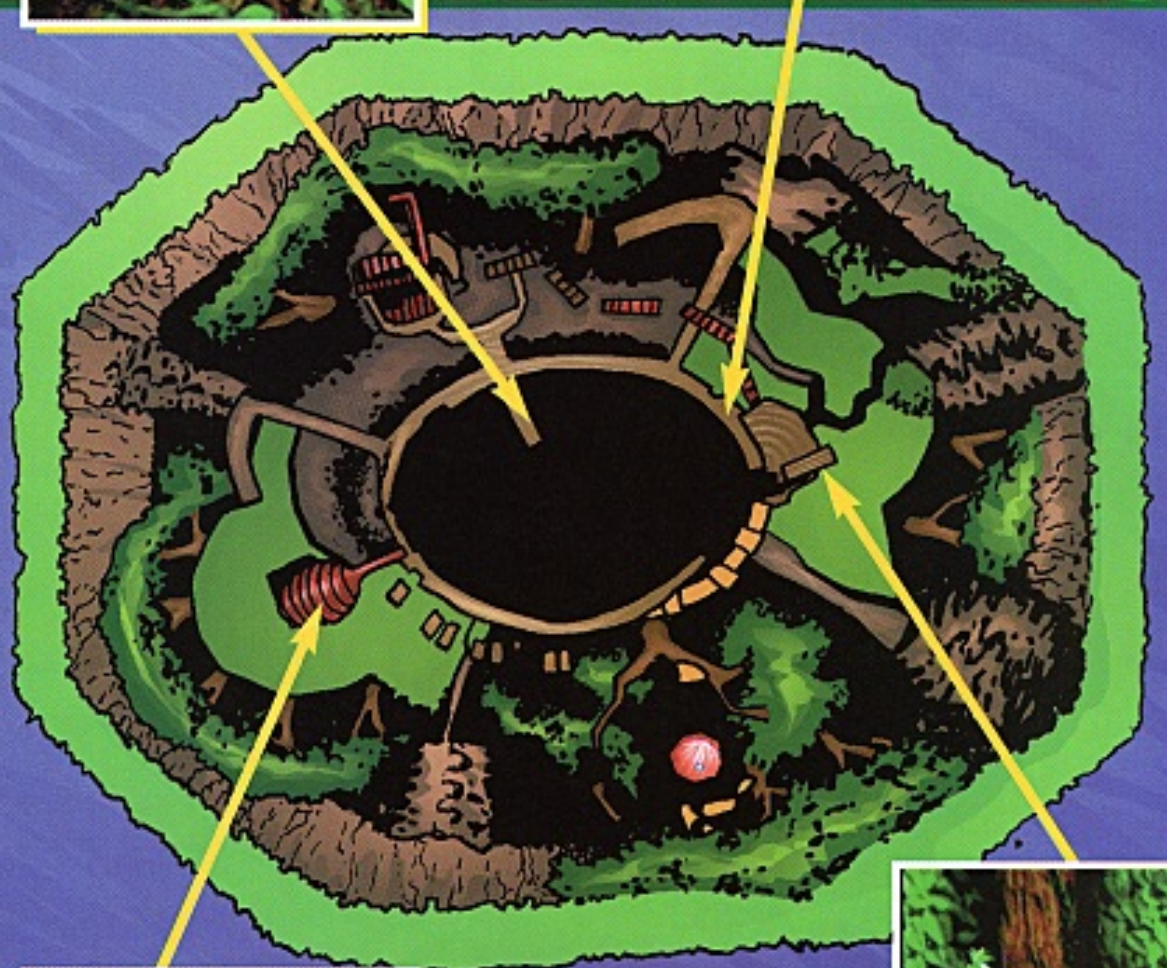
You should come away with 16 Musical Notes (not counting the four outside the entrance to springtime), two Jiggles, and two Jinjos.



Inside the trunk waits a Jiggy.



High up the tree—as high as a little honeybee might fly—a Jiggy waits in a Snarebear plant.



There is, however, a Jinjo inside the hive.



Return as a bumblebee to take the Jinjo.

CLICK CLOCK WOOD



You won't be able to move the rock for Grawly until the streambed dries.



If you want to raid the Snarebear plants before they wither and die, the Golden Feathers are your best bet as bear and bird.



Drop a few eggs in the hole in the garden plot.



The plant that grows eventually bears Jiggy fruit.



The Big Cluckers live in the tree holes, much like the Chompa.



Yes, Mumbo has a residence in Click Clock Wood.



Those little green leaves will have to grow some before you can use them for traveling.



Nab the Mumbo token from the far side of the hive.



Jump and flap from one alcove to the next.



In the spring, construction on the house has just begun.



Beak Bust the summer switch up the side of the tree.



Nabnut the squirrel is busy making a pig of himself.



Relieve Nabnut of his Mumbo token.



Use the Shock Jump to reach the top of the egg.



Break open the egg and meet Eyrie. Nap time!



Work your way up the narrow wooden ledges. Turn and run into the tree above each ledge to arrest your momentum.



Break open the door to the tree-trunk chamber on the high ledge.



Mumbo makes bear and bird a happy honeybee.



Of course, the Snarebears will let a honeybee alight undisturbed. Now where was that Jinjo?

The Zubbas are busy little bees: you can't get at their Jiggy this season.



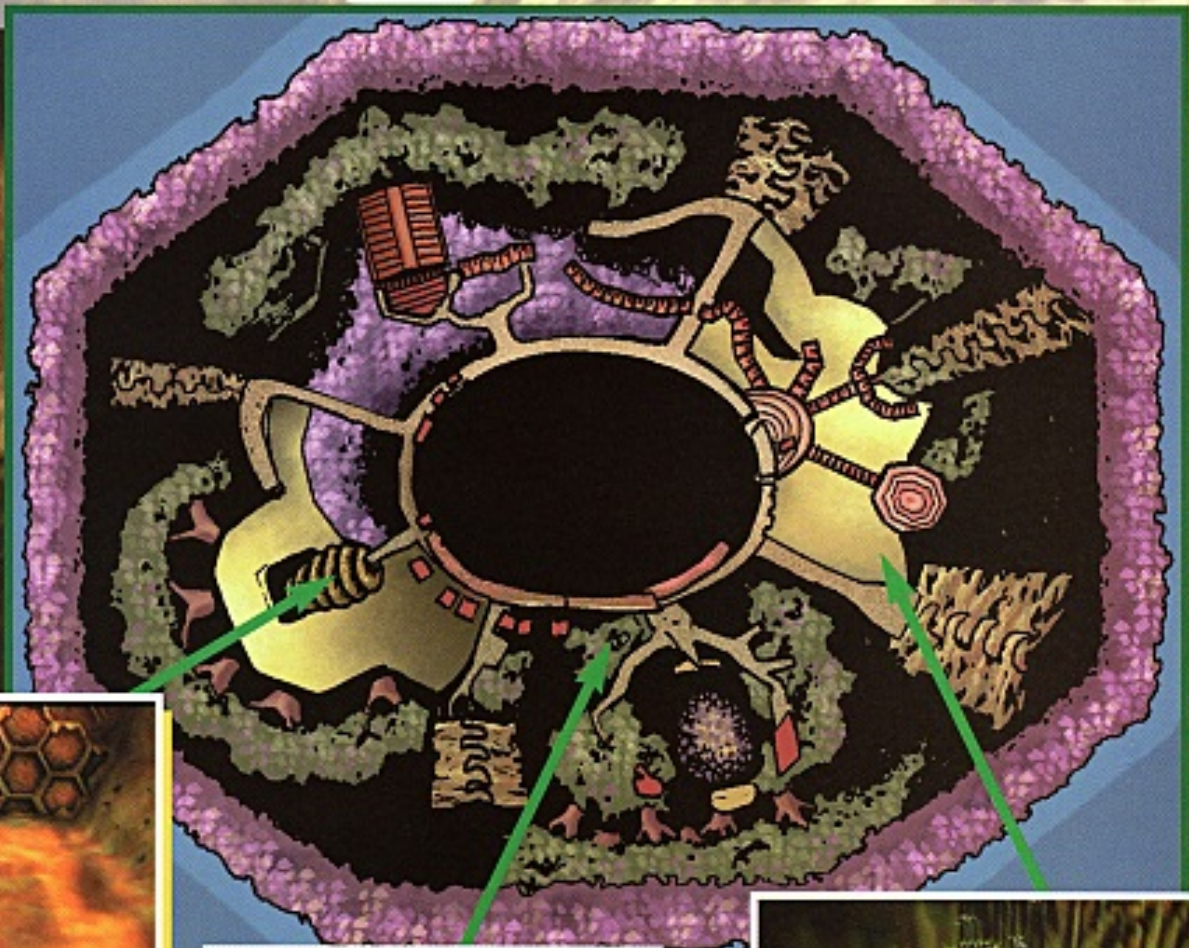
GUARDING GRUNTY'S GOLDEN HONEY PIECE



CLICK CLOCK SUMMER

Once spring is behind you, it's summertime in Click Clock Wood. Watch out for the roving swarms of bees, and do some seasonal chores: you must feed Eyrle, for one thing, and you can break the boulder blocking the entrance to Grawly's den now that the streambed is dry. You also can get inside the beehive as your bear self, which allows you to lay paws on the Jiqqy that eluded you in spring.

From summertime you should take 16 more Musical Notes, two Jiqqies (not counting the one in the under-construction house, which you can leave for later), and a single Jinjo.



Once the Zubbas cry "Uncle," their Jiqqy is yours for the taking.



Follow the leaves to claim your Jiqqy.



Don't miss the Jinjo hiding in the tall grass near the swarm of buzzing bees.



The door to Click Clock Summer opens with the switch in springtime.



A hungry little bird needs tending in summertime.



Now that the streambed is dry, cracking the boulder requires a simple Beak Buster.



The switch that opens fall sits in the dry streambed.



Say, it's ol' Gobi. How convenient!



Hey, plants gotta have water!



The plant grows tall with Gobi's water.



The leaves alongside the tree are now large enough to traverse.



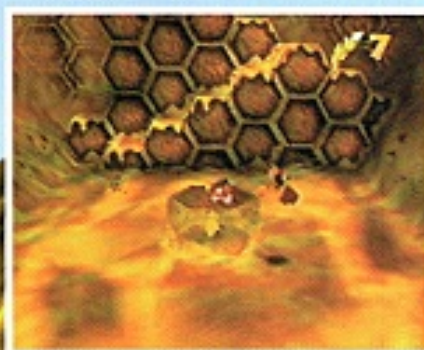
CLICK CLOCK WOOD



Don't neglect to gather caterpillars as you explore: Eyrie needs five.



Smash through the top of the hive and drop in.



The swarm of Zubbies can be nasty. Go invulnerable if things heat up, and the battle will end soon.



Use the Shock Pad to scale the tree.



There's a Jiggy in the unfinished house. It's easier to leave it until the house is more complete.

Feed the baby bird his caterpillars, and then head for Click Clock fall.



BURP! EYRIE FULL NOW,
NEEDS MORE SLEEP

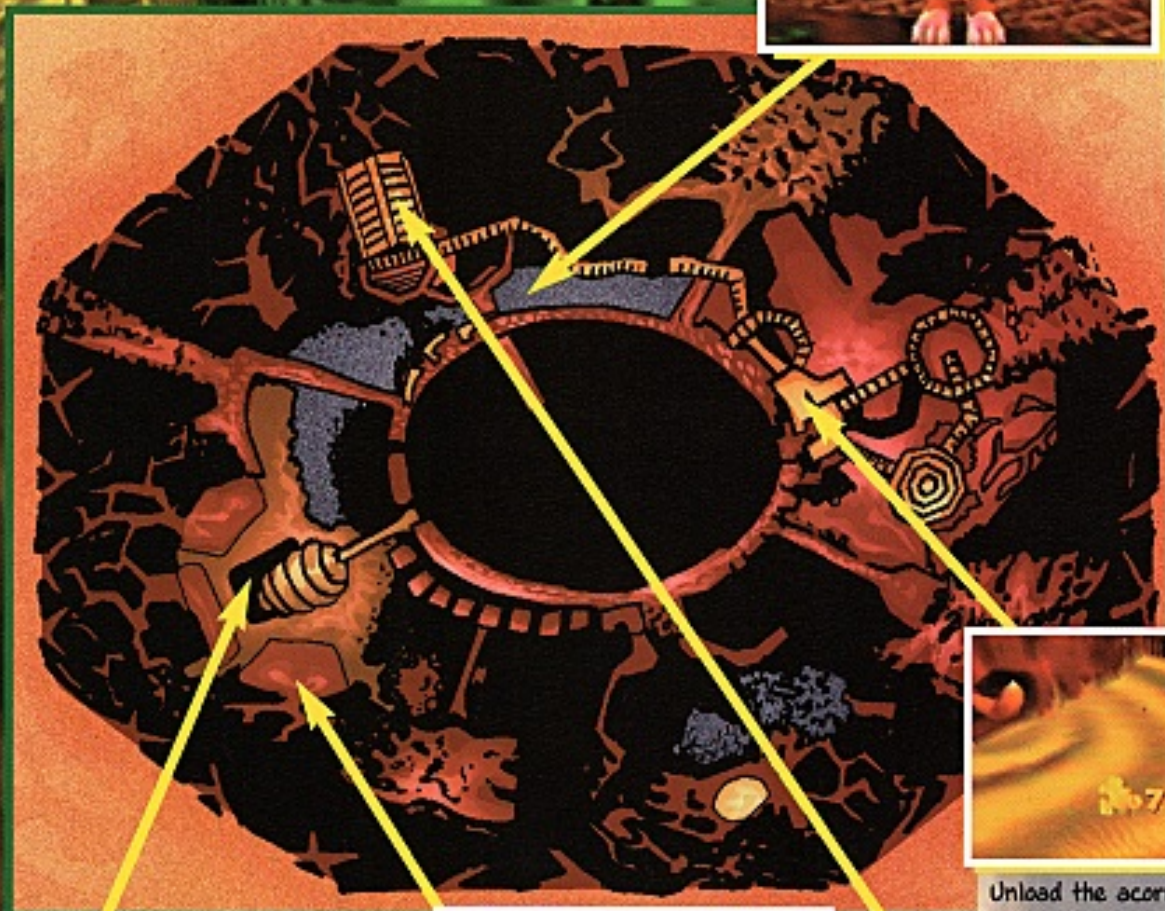
CLICK CLOCK FALL

Click Clock Fall is the season where the most tends to happen, as inhabitants prepare for Winter. There are more Jiggies and Musical Notes here than in any other season, which makes Winter fly by, in game terms.

This time you'll need 10 caterpillars to satisfy Eyrie's hunger, and Nabnut, who previously munched down most of his acorns, appeals to you for some help in restocking.

The final count: 48 Musical Notes, 4 Jiggies, and a single Jinjo.

Now that there's water in the streambed, you can claim the reward for the rock you busted back in the springtime.



Drop from the beehive to claim the Jiggy from the flowertop.



A Jinjo waits atop a tall pile of leaves.

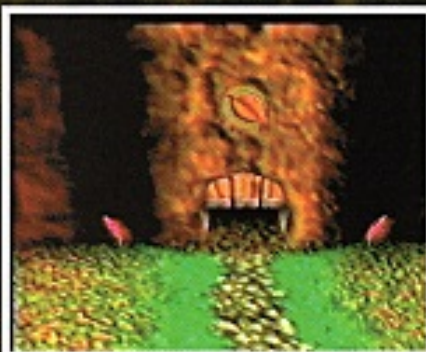


Don't forget the Jiggy in the house under construction.

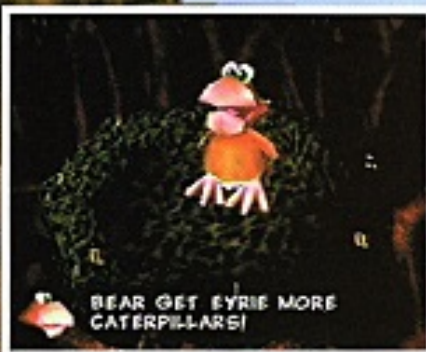


Unload the acorns on Nabnut and collect the Jiggy.

CLICK CLOCK WOOD



The door to Click Clock Fall opens with the switch in summertime.



Eyrie is hungry again. This time, it takes 10 caterpillars to satisfy him.



Don't overlook the notes on the high shelf in the beaver's home.



One more time with Gobi and the plant.



The blooming plant reveals a Jiggy on its flower.



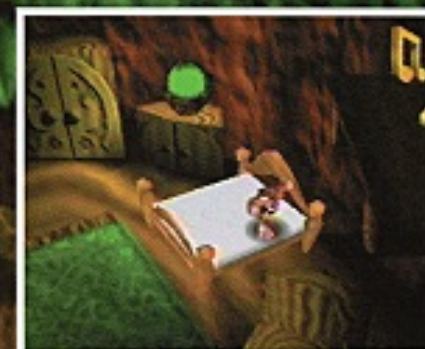
Grab the notes from inside Mumbo's Hut.



You can drop down into the Zubbas' hive for a few more notes.



Nabnut scarfed his acorns and he needs you to help him collect a few more.



You'll find a handful of notes in Nabnut's abode.



There's also an acorn in Nabrut's home that he apparently forgot about.



Two acorns lie in close proximity. Jump for the one in the middle of the circular path, so you land on the walkway below.



On the walkway under the two acorns, another acorn waits at the end of the path. In the opposite direction, another nut waits at the bottom of a steep downward path.



Yes, that's the winter switch.



You must feed Eyrle as soon as you scoop up 10 caterpillars. Could it be nap time again?



The last of Nabrut's acorns hides behind a small window.

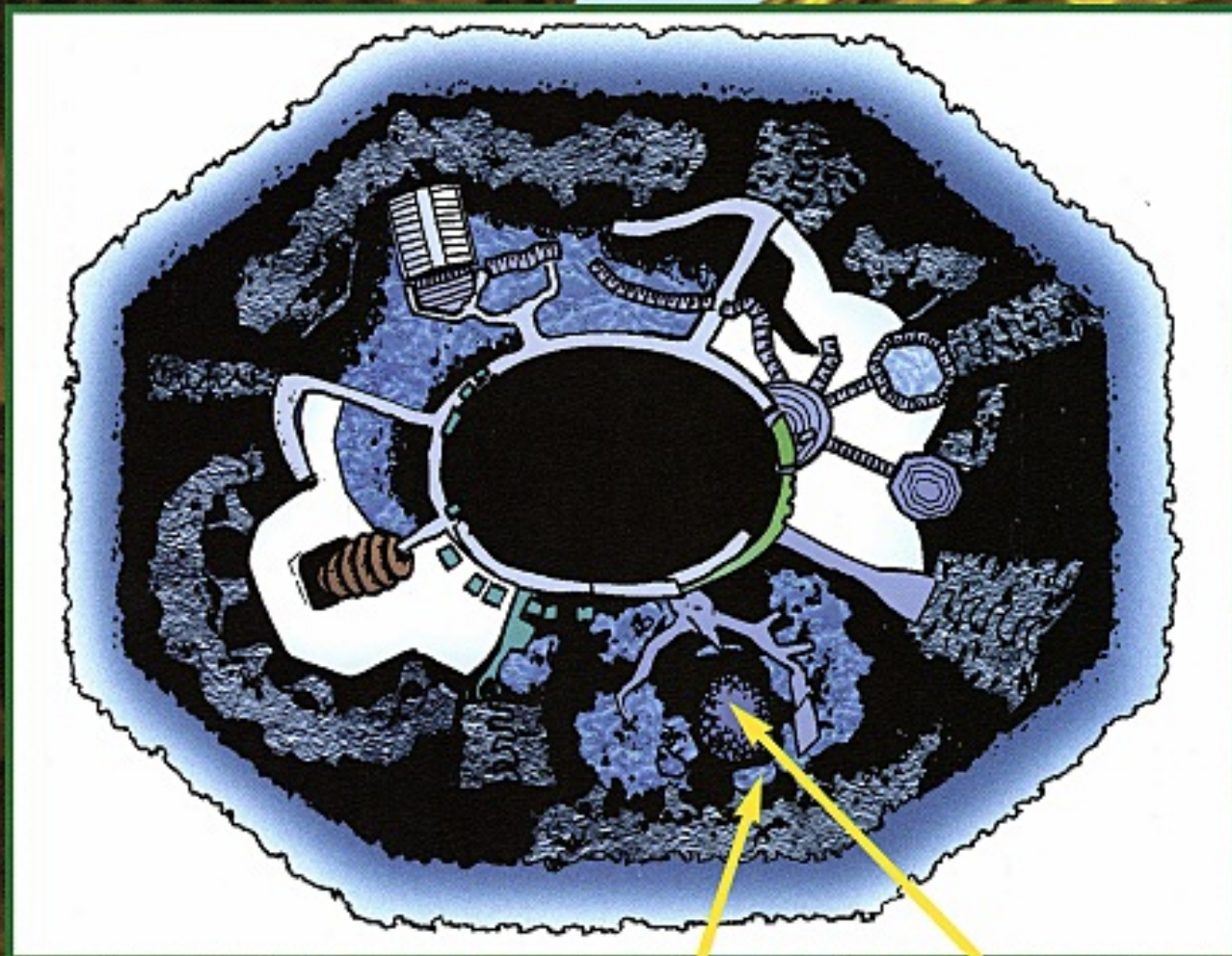


CLICK CLOCK WINTER

With the year—and the game—winding down, Click Clock in winter is a quick little jaunt.

You'll need to take flight to battle the resident evil snowmen, but other than that, use Kazooie to walk around: Banjo tends to slide quite a bit in the snow, and that can be a pain, especially when you're climbing.

In winter, 16 more notes await you, as well as the one remaining Jinjo and the last 2 Jiggies (one of which you claim when you pick up the last Jinjo).



The door to Click Clock Winter opens with the switch in fall.



A Jinjo waits atop Mumbo's Hut in the wintertime. Do you suppose Mumbo's around?



Eyrie leaves a welcome Jiggy in his wake. Take a bow, happy bear.



Hop the Flight Pad to clear wintertime of Sir Slushes.



At last, the Click Clock Witch Switch, on a ledge high above where you enter wintertime.



Explore the snowy limbs for notes.



Atop the finished house you'll find more notes.



Finally, Eyrle is ready to take flight!



Hey, Slush Boy! Incoming!



Make one last pass to gather any goodies you might need. Then it's off to the showdown.



CLICK CLOCK WOOD

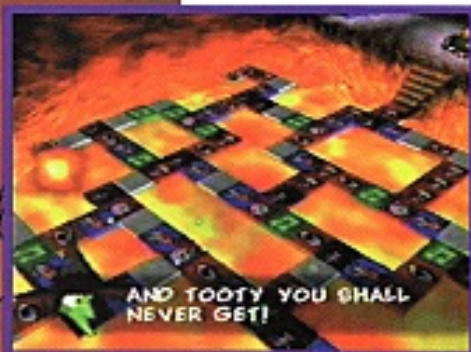
GRUNTILDA'S LAIR

THE QUIZ SHOW

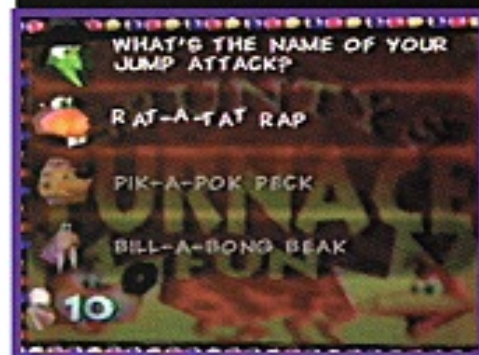
A distinctly different segment of the game, Gruntilda's Quiz Show tasks you with remembering little bits of trivia from throughout the game. What a place looks like, what a character sounds like—anything is fair game in Gruntly's unfair game.

Gruntly will try and stump you with questions about herself, but, if you've been good about talking to Brentilda whenever you ran into her, you should know most of the dirt on everyone's least-favorite hag.

One small piece of advice: when in doubt, go with greasy. If you flat-out have no idea what the answer is, and one of them has anything "greasy" in it, that's your guess. No charge.



Gruntly's game is a grand test of memory about the places and populace of the worlds you've visited, with Tooty as Grand Prize.



As long as you've been paying attention, most of the questions are easy.



Some of the questions are a little abstract, however.



Missing a question while standing on a skull is a one-way ticket to lavaland.



If you win a Joker, use it to skip over any square.



Time to take your prize and head for home—right, bear and bird?



Leave it to Tooty to ruin the celebration.



Even when you pass the test, Grunty has a hideous fate in store ...



That'll take the frost off your mug.

GRUNTILDA'S LAIR

THE FINAL BATTLE

The area leading up to the final battle with Gruntilda—and the final battleground itself—is a smallish series of inner chambers. If you've been very (very) good about collecting Musical Notes and Jiggies, it really pays off now.

Several doors in Grunty's inner chamber require Musical Notes to open—many, many notes. If you have them, the big battle is a heck of a lot easier. If you don't, well ... ya furry fool, what were you thinking?



The Note Doors in Grunty's inner chambers require some impressive totals. Hope you've been thorough.



Grunty's portrait will require all but a handful of Jiggies to complete.



What could be behind such impressive Note Doors?



All the high-end Note Doors prepare you for the final battle with Gruntilda.



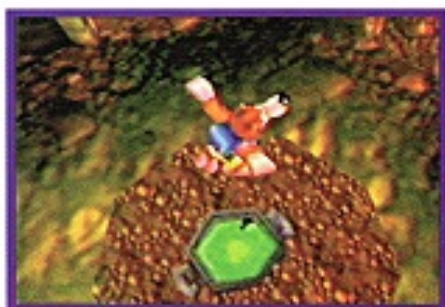
When you're ready to fight, of course, you'll still have to find Grunty.



882?! What's in there, a rocket launcher?



The highest door even has one last Jiggy puzzle to fill, leaving you with just two extra. For filling in the picture puzzle, your life bar effectively doubles.



When the bear and bird are ready to rumble, Dingpot will give them a ride to the roof.



Get on the move, lest Grunty run you down early.



When you see this spell—or hear the sound it makes—go invulnerable. The spell will follow you until it hits.



At least there's some cover from Grunty's barrage.



Dispense a few eggs when you get the chance, but don't go too crazy with them: you'll need some for noncombat purposes very soon.



Goggles will help you get airborne for a little dog-fighting action.



Don't waste time or ammo trying to get through Grunty's protective spell.



Fire eggs into the Jinjo statues to activate them.



The Jinjos will home in on Grunty to deliver tremendous blows.



The last of the Jinjo attackers will take out Grunty's broomstick.



Activating the Jinjonator requires three eggs in each opening, with Grunty pounding away the whole time. Keep mobile, and use invulnerability if things get really rough.

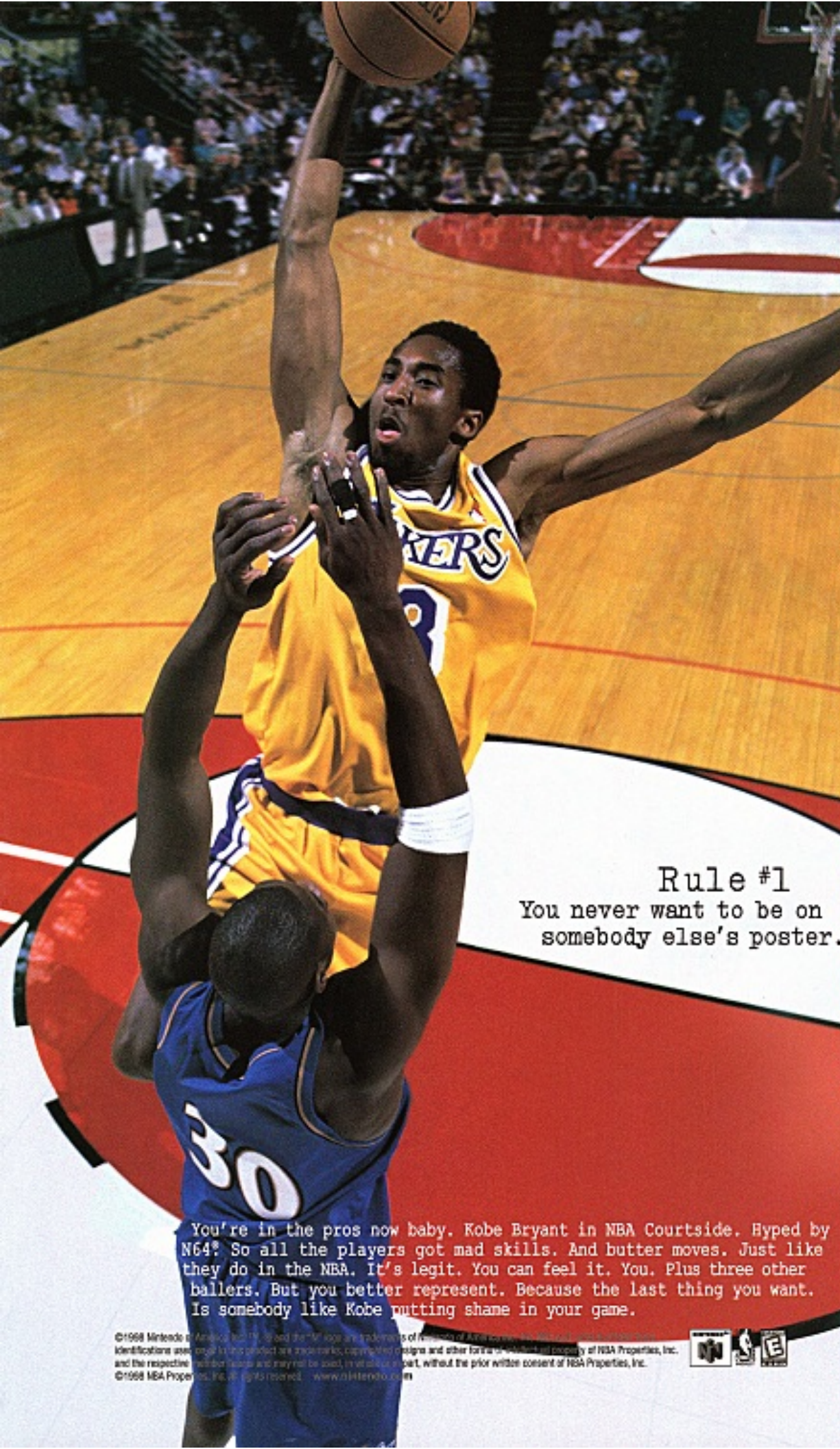


The Jinjonator hammers Grunty into submission.



Is it finally time to party?





Kobe Bryant in
NBA
COURTSIDE

©1998 Nintendo of America Inc. All rights reserved. The Game Boy logo are trademarks of Nintendo of America Inc. All other trademarks are the property of their respective owners. Identifications appearing in this product are trademarks, copyrighted designs and other forms of intellectual property of NSA Properties, Inc. All other trademarks, service marks and may not be used, in whole or in part, without the prior written consent of NSA Properties, Inc.

PRIMA

PUBLISHING

The World Leader in

Electronic
Entertainment
Books!

QUEST 64

Official
Strategy
Guide
\$14.99

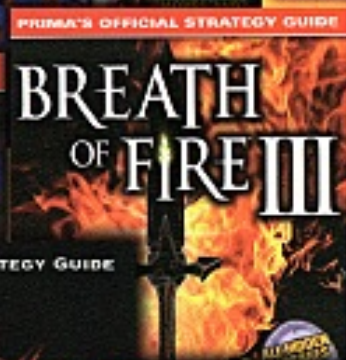


TEKKEN 3

Official Strategy
Guide
\$12.99

TOMB RAIDER II

Official Strategy
Guide
\$12.99



BREATH OF FIRE III

Official Strategy
Guide
\$14.99

GRAN TURISMO

Official Strategy Guide
\$12.99

DIABLO

Official Strategy Guide
\$12.99



MORTAL KOMBAT 4

Official
Strategy Guide
\$12.99

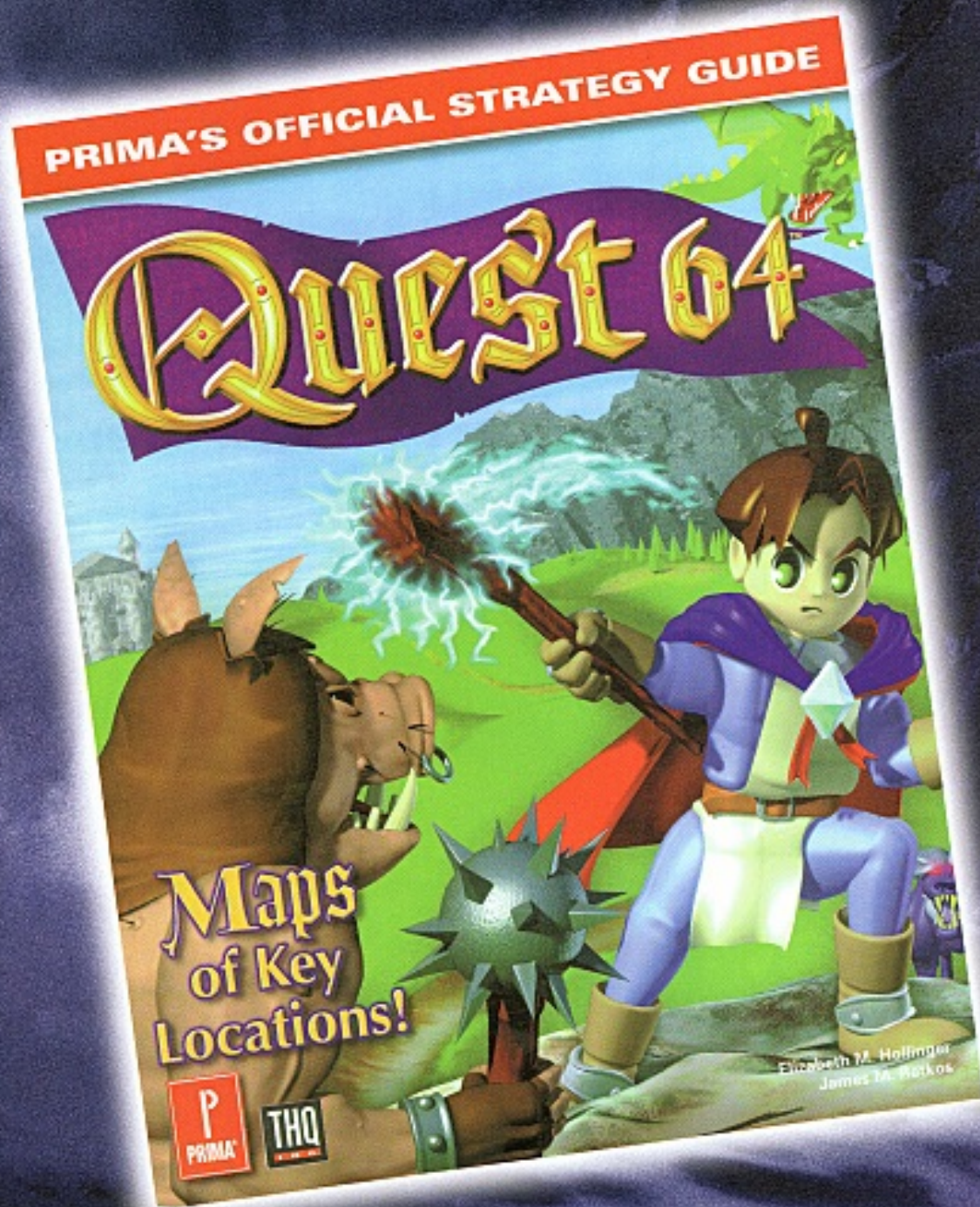


PO Box 629000
El Dorado Hills, CA 95762

To Order Call 1-800-531-2343

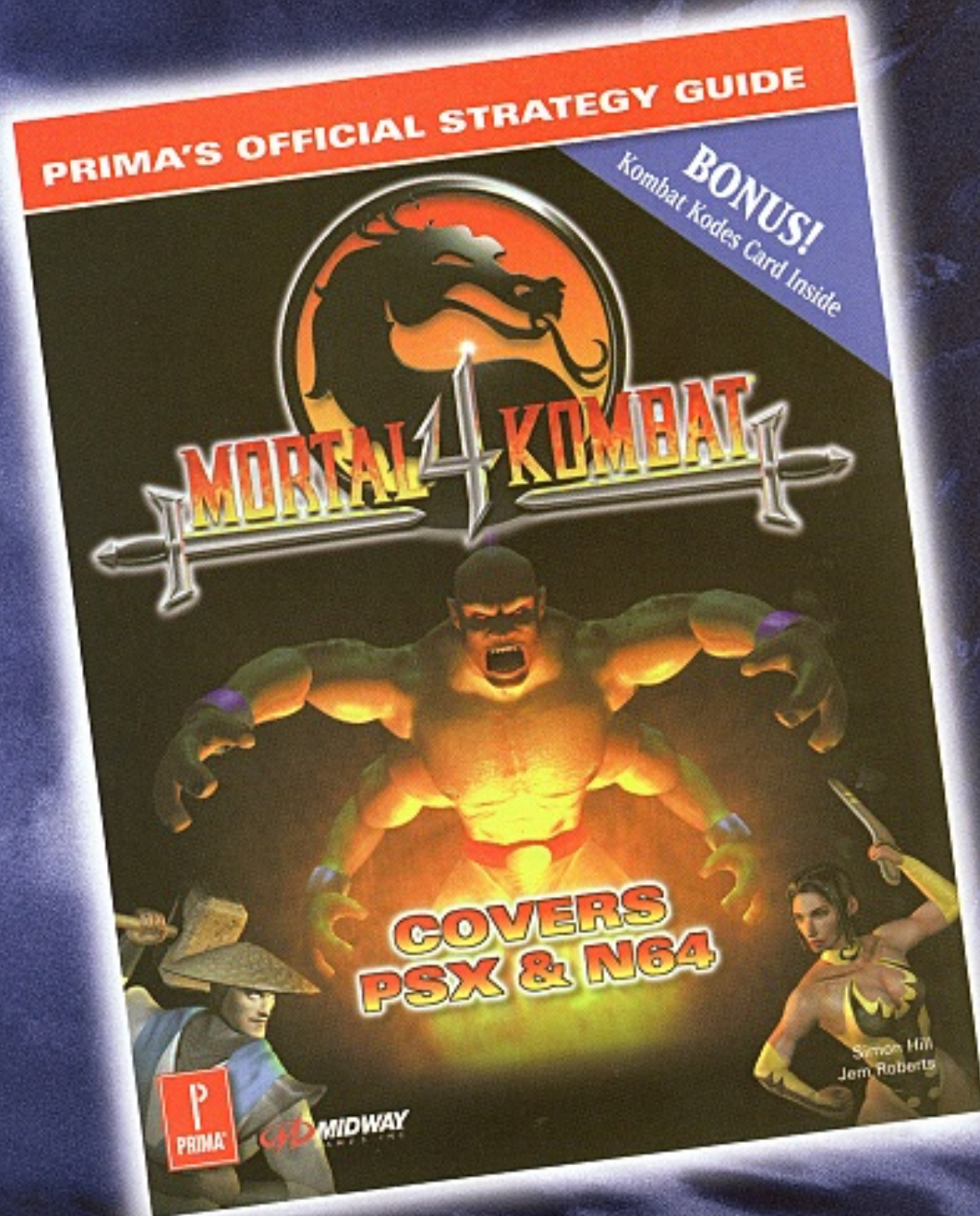
Include your Visa or Mastercard number, expiration date, and your name and address. Please add \$4.00 shipping and handling for the first book, (\$1.00 for each additional book) in the U.S. (California residents add 7.25% sales tax, Tennessee residents add 8.25% sales tax, Maryland residents add 5% sales tax, Indiana residents add 5% sales tax). Allow 2-3 weeks for delivery. Canadian orders please add \$6.00 shipping and handling (\$1.00 for each additional book) and 7% GST. U.S. funds only, please.

Secrets of the Games® is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.



to order, call prima at
1-800-531-2343





to order, call prima at
1-800-531-2343





U.S. \$12.99 Can. \$17.95

Electronic Entertainment

DON'T FLY SOLO!



Complete walkthroughs
of all worlds



Detailed strategies for
all of Banjo and
Kazooie's moves



Every Jiggy, Jinjo,
and golden musical
note unearthed



In-depth maps of
all levels



Everything you need
to rescue the
kidnapped Tooty

ISBN 0-7615-1248-9



The Prima Logo and Prima Publishing ©
are Registered Trademarks of
Prima Communications, Inc.
www.primagames.com

Platform: Nintendo 64

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!